

***DecisionMaker Software
and
Extracting Fuzzy Rules
Under Uncertainty***

RICIS Preface

This research was conducted under auspices of the Research Institute for Computing and Information Systems by Kevin B. Walker of the University of Houston-Downtown. Dr. A. Glen Houston served as the RICIS research coordinator.

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DecisionMaker Software
and
Extracting Fuzzy Rules Under Uncertainty

prepared by
Kevin B. Walker

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Committee Members/Approval

Dr. A. deKorvin Faculty Advisor

Andre de Korvin

Dr. O. Sirisaengtaksin Member

O. Sirisaengtaksin

Dr. M. Murphy Member

Michael Murphy

Dr. R. Alo' Chairman

Richard Alo'
5/13/92

ABSTRACT

In this paper, I examine knowledge acquisition under uncertainty. Theories proposed in Dr. A. deKorvin's paper *Extracting Fuzzy Rules Under Uncertainty and Measuring Definability Using Rough Sets* are discussed as they relate to rule calculation algorithms. A data structure for holding an arbitrary number of data fields is described. Limitations of Pascal for loops in the generation of combinations are also discussed. Finally, recursive algorithms for generating all possible combinations of attributes and for calculating the intersection of an arbitrary number of fuzzy sets are presented.

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To: Amanda and Grant

TABLE OF CONTENTS

Abstract.....	i
Acknowledgments	ii
Introduction	page 1
Theory	page 4
Results	page 8
Conclusions.....	page 16
Summary.....	page 18
Appendix	page 19

INTRODUCTION

My project was to write portions of a program to acquire knowledge under uncertainty. Program development was divided into two parts, user interface and rule calculation. Another student in Computer Science 4395 wrote the user interface. My portion was rule calculation for an arbitrary number of attributes. The resulting program is called DecisionMaker and uses theories of rough sets to learn from fuzzy examples. DecisionMaker looks at fuzzy diagnoses and builds rules from those diagnoses. Every possible combination of symptoms and decisions is tried. A fuzzy value is calculated for each combination telling us how much the decision depends on the symptoms.

Machine learning has been accomplished in several ways. One of the most popular ways is with a perceptron or neural network. These have been difficult to program and can require much computing power to run efficiently. Uncertainty is also a problem. Our program runs on an IBM or compatible personal computer and runs quickly when the number of attributes is kept reasonably small. Like the neural network, our program learns from examples. In our case, several examples are provided from a known expert. Each example includes one or more symptoms and one or more associated diagnoses or decisions.

The program looks for relationships between the symptoms and the diagnoses and produces rules and corresponding values of believability about each rule. One of the distinguishing features of this program is its ability to deal with uncertainty. The examples provided may have fuzzy attributes and the rules produced have fuzzy believability factors as well. An example of fuzzy attributes and rules might be: if the car engine cranks slowly (0.8 slow) and the lights were left on a long (.7 long) time then the battery is dead (.8 dead). This also shows that fuzzy examples are more typical than crisp ones.

A fuzzy set is similar to a crisp set. Like a crisp set, some things may be members of the set and some may not. The difference with fuzzy sets is that membership in a fuzzy set is not required to be all or nothing. For instance, let us say we have the set of blue things. Do we give membership to something that is green? It is not blue per se, but clearly green does contain some blue. This problem can be overcome with membership grade or degree of membership. In our example we could say that a green item is blue .5 or .6 depending on the amount of blue in the green. Each item in the set has a value associated with it indicating the degree to which the item is a member of the set. Values range from 0 to 1, with 1 indicating complete membership and 0 indicating no membership (items with membership grades of 0 are usually not written down.)

A rough set is a family of crisp sets all having the same lower and upper approximations. A more detailed explanation of the theory on which our program is based is contained in *Extracting Fuzzy Rules Under Uncertainty and Measuring Definability Using Rough Sets* by Andre' deKorvin.

Other programs exist that utilize this theory. University of Houston - Downtown students Donald Culas and Jeff Worm have written a program that demonstrates the theory nicely. There are limitations, however. The number of symptom attributes is limited to two, as is the number of decision attributes. Also, there is no provision for storing data between sessions so that data has to be reentered each time. In addition, the user interface is a bit difficult. Our program solves these problems. The program now accepts an arbitrary number of symptom and decision attributes. The user interface has been improved and provisions for storing and retrieving data in disk files have been made.

The primary reason for my use of rough and fuzzy sets is to deal with uncertainty. As stated above, knowledge acquisition can be programmed in several ways. Using rough sets allows us to use fuzzy examples to build our rules. A detailed explanation of the theories on which my portions of the program are based is contained in the next section. Following that is a description of how the program works. Finally I include my conclusions and a summary. The appendix contains a listing of the Pascal source code for my portions of the DecisionMaker program.

THEORY

This chapter is a brief explanation of the mathematical theories used in the DecisionMaker software. A full explanation of the theories on which this program is based can be found in *Extracting Fuzzy Rules Under Uncertainty and Measuring Definability Using Rough Sets* by Dr. Andre' deKorvin of the University of Houston - Downtown.

DecisionMaker software uses the concepts of fuzzy sets and rough sets to produce its rules. Fuzzy sets are similar to crisp sets with the addition of membership grade or degree of membership. Each element of a fuzzy set has a value associated with it to indicate how much that element belongs to the set. A value of 1.0 would indicate total or complete membership while a membership grade of 0.0 would indicate no membership. Imagine the set of all blue things. Would grass belong to the set of blue things? Classical logic says no. Fuzzy logic says that since green consists of a mixture of blue and yellow, then grass belongs to the set of blue things (say .5 or .6 depending on the shade of green.) A fuzzy set, A, of "round things" is shown below.

$A = .9/\text{baseball} + .3/\text{bat} + 1.0/\text{pingpong ball} + .5/\text{bowl} + .7/\text{balloon}$
Clearly, some things are more round than others and that is indicated in the membership grade value. Also, those elements with membership grade of 0 are not usually listed.

Many mathematical operators have been defined for fuzzy sets. Intersection of two fuzzy sets A and B at every x has been defined as follows:

$$(A \cap B)(x) = \text{Min } \{A(x), B(x)\} \quad (1)$$

Each corresponding element of the two sets is compared and the set of intersection is that set which results from taking the minimum of the two. Consider the two fuzzy sets, A and B. Let the intersection be $A \cap B$.

$$\begin{aligned} A &= .2/X_1 + .5/X_2 + .9/X_3 + .7/X_4 + .6/X_5 \\ B &= .5/X_1 + .2/X_2 + .3/X_3 + .6/X_4 + .1/X_5 \\ A \cap B &= .2/X_1 + .2/X_2 + .3/X_3 + .6/X_4 + .1/X_5 \end{aligned}$$

The two other functions used in DecisionMaker are:

$I(A \subset B)$ the degree to which A is contained in B

and

$J(A \# B)$ the degree to which A intersects B

I is calculated using the formula

$$I(A \subset B) = \min_x \max\{1 - A(x), B(x)\}. \quad (2)$$

While J is calculated using the formula

$$J(A \# B) = \max_x \min\{A(x), B(x)\}. \quad (3)$$

In the case of crisp sets, it is clear that

$$I(A \subset B) = 1 \quad \text{if and only if } A \subset B. \quad \text{Otherwise it is 0.}$$

Also, in the case of crisp sets it can be shown that

$$J(A \# B) = 1 \quad \text{if and only if } A \cap B \neq \emptyset. \quad \text{Otherwise it is 0.}$$

What we are doing with the $I(A \subset B)$ function is measuring the degree to which A implies B. This is correct because if A is contained in B, and if we have A, then we must have B as well. I values are associated with certain rules.

We call rules calculated with the J function "possible" rules. The following example shows how we use $I(A \subset B)$ and $J(A \# B)$ to extract certain and possible rules from fuzzy diagnoses.

	C		D
	<hr/>		<hr/>
x_1	.3/R + .8/S	.2/H + .9/C	.3/Cl + .6/Op
x_2	.1/R + .9/S	.2/H + .8/C	.2/Cl + .7/Op
x_3	.8/R + .3/S	.7/H + .1/C	.8/Cl + .1/Op
x_4	.7/R + .2/S	.6/H + .3/C	.7/Cl + .2/Op

We can interpret this data in the following way:
 $x_1 \dots x_4$ denote 4 automobiles in a repair shop. The symbols R and S stand for the automobile engine running roughly and smoothly; H and C stand for hot and cold engine temperature. Auto x_1 is running .3 rough and .8 smooth (this might be the combined opinions of several mechanics in the shop, but relative frequencies are not required). The column D represents fuzzy diagnoses. In our automotive model, x_1 could be said to have the thermostat stuck open, and we believe this diagnosis is .6. On the other hand, x_3 has the thermostat stuck closed and the corresponding belief is .7 strong.

DecisionMaker software takes this data and unravels it into fuzzy rules that suggest when the thermostat is likely to be open and when it is likely to be closed. The method that DecisionMaker software uses involves considering each extreme and each decision to be fuzzy sets. For example:

$$Cl = .3/x_1 + .2/x_2 + .8/x_3 + .7/x_4$$

We also have condition fuzzy sets such as:

$$R = .3/x_1 + .1/x_2 + .8/x_3 + .7/x_4$$

$$S = .8/x_1 + .9/x_2 + .3/x_3 + .2/x_4$$

$$H = .2/x_1 + .2/x_2 + .7/x_3 + .6/x_4$$

$$C = .9/x_1 + .8/x_2 + .1/x_3 + .3/x_4$$

DecisionMaker computes $I(RcCl)$, $I(ScCL)$, $I(HcCl)$, $I(CcCl)$, $I(R \cap HcCl)$, $I(S \cap HcCl)$, $I(R \cap CcCL)$, and $I(S \cap CcCl)$. The calculations produce the following values:

$$\begin{array}{llll}
 I(RcCl) = .7 & I(ScCL) = .2 & I(RcOp) = .7 & I(ScOp) = .2 \\
 I(HcCl) = .7 & I(CcCl) = .2 & I(HcOp) = .7 & I(CcOp) = .2 \\
 I(R \cap HcCl) = .7 & I(S \cap HcCl) = .8 & I(R \cap HcOp) = .7 & I(S \cap HcOp) = .8 \\
 I(R \cap CcCL) = .7 & I(S \cap CcCl) = .2 & I(R \cap CcOp) = .7 & I(S \cap CcOp) = .2
 \end{array}$$

These values indicate the degree to which the decision is based on the symptoms. Similar calculations using J are produced.

DecisionMaker computes $J(RcCl)$, $J(ScCL)$, $J(HcCl)$, $J(CcCl)$, $J(R \cap HcCl)$, $J(S \cap HcCl)$, $J(R \cap CcCL)$, and $J(S \cap CcCl)$. The calculations produce the following values:

$$\begin{array}{llll}
 J(RcCl) = .8 & J(ScCL) = .3 & J(RcOp) = .3 & J(ScOp) = .7 \\
 J(HcCl) = .7 & J(CcCl) = .3 & J(HcOp) = .2 & J(CcOp) = .7 \\
 J(R \cap HcCl) = .7 & J(S \cap HcCl) = .3 & J(R \cap HcOp) = .2 & J(S \cap HcOp) = .2 \\
 J(R \cap CcCL) = .3 & J(S \cap CcCl) = .3 & J(R \cap CcOp) = .3 & J(S \cap CcOp) = .7
 \end{array}$$

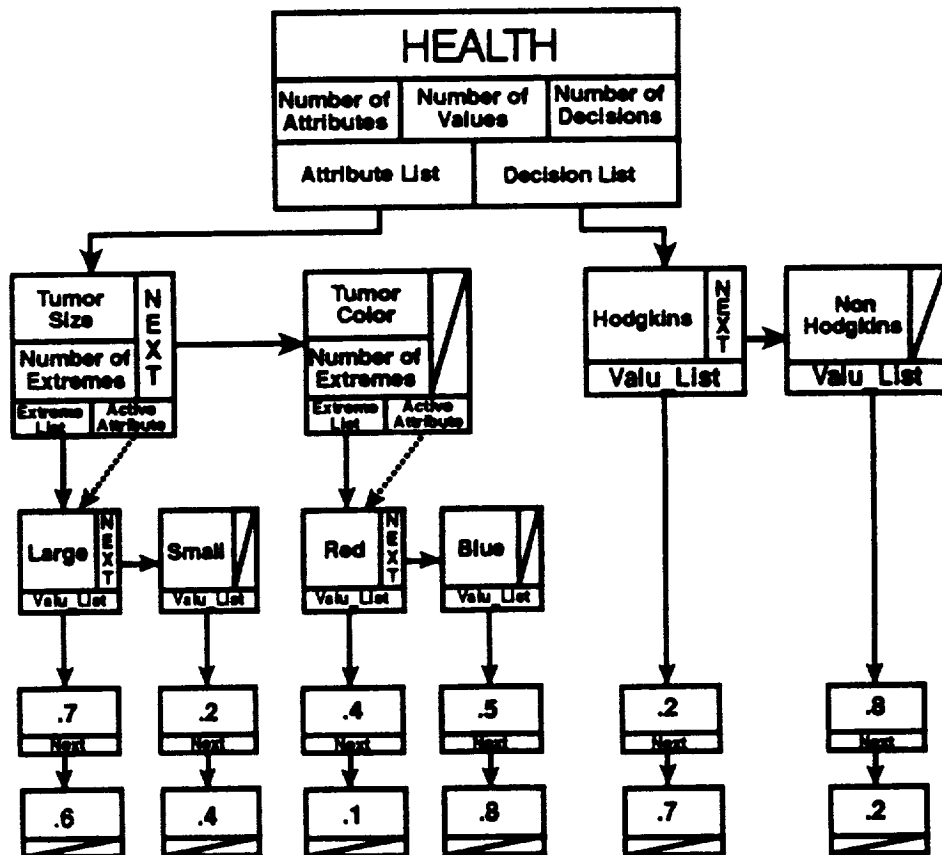
Now the rules can be extracted. Rules with I or J values below some arbitrary level can be ignored. In this way we can limit the number of rules and only look at the most significant ones.

We have discussed the concepts of fuzzy sets and some of their operators such as intersection, $I(A \cap B)$ and $J(A \cap B)$. These concepts are both simple and powerful and allow us to program a type of machine learning. In the next section I discuss how the DecisionMaker program was written and how it works.

RESULTS

As previously stated, the goal of this project was to write a program to calculate rules from fuzzy diagnoses. A program written for the special case of two condition attributes, with two extremes each and two decision attributes, had already been written. I had access to this program but did not use any of the code as a basis for my program. My goal was a more general program, one that allowed for an arbitrary number of condition attributes, each with an arbitrary number of extremes, and allowing for an arbitrary number of decision attributes.

Designing a program to handle a data structure of undetermined size consists of two separate parts. The first part is the data structure. The second part is algorithms to manipulate that data structure. The data structure is a fairly simple linked list, illustrated below.



Data Structure

The main data structure is a record containing several fields. Two fields are pointers, one to the condition branch and the other to the decision branch. There are three integer fields to contain information about the number of conditions, the number of decisions, and the number of data sets. Values for the integer fields are supplied by the user at run time. There is also a field of type "string" to contain a label supplied by the user.

The condition branch of the data structure consists of an arbitrary number of records, one for each of the condition attributes. The attributes records are arranged in a linked list so that their only limit is the amount of memory available in the computer. In addition to a label, each attribute record has an integer field containing the number of extremes for that attribute. There are pointers to the head of the linked list of extremes, the active extreme, and the next attribute.

Continuing on to the extreme record, we have a label, a pointer to the linked list of values associated with that extreme, and a pointer to the next extreme under that attribute. Each record in the value list consists of two fields, one for the real data and a pointer to the next record.

The decision branch is similar except for the lack of extreme records. Each decision record has a label, two pointers, one to the value list and another to the next decision record. The value records are identical to the ones used in the condition branch.

While simple in design, the DecisionMaker data structure allows the user to determine its size. We can see that the size of the data structure is limited only by available memory. The algorithms for entering the data, calculating the rules and printing them out, are much more complex.

Algorithms

After the data structure is designed, the second part of writing a program is the algorithm. Algorithm design for this program can be divided into three parts. The first part is the user interface. The user interface for DecisionMaker was primarily written by Mr. Danny Picazo, a student at the University of Houston - Downtown. The user interface allows the user to enter data into the different fields of the data structure in any order, edit the entries, and select the active entry fields with "hot keys." The user interface is robust, handling all manner of user errors without causing an abend. This is by far the largest section of the program, being in excess of 2000 lines of Pascal source code.

The second part of the algorithm design is rule calculation. Rule calculation consists of generating all possible combinations of condition attributes and decision attributes. This can be most easily explained by example. Suppose that the user chooses two condition attributes and two decision attributes. Also suppose that each condition attribute has two possible extremes. The number of possible combinations is

$(3 \times 3 \times 2) - 2$ or 16 combinations.

A more general formula is:

$$(E_1 \times E_2 \times \dots \times E_n \times D) - D,$$

where E_n is the number of extremes in the n th attribute + 1, and D is the number of decisions. D is subtracted because we do not consider the case where decisions are combined with no condition attributes. For example, if one condition attribute is size and the other color, the extremes could be large/small and red/blue. Decisions could be A and B. This would generate the following combinations:

Red and A	Red and B
Blue and A	Blue and B
Large and A	Large and B
Small and A	Small and B
Large and Red and A	Large and Red and B
Small and Red and A	Small and Red and B
Large and Blue and A	Large and Blue and B
Small and Red and A	Small and Red and B

We see at once that the number of combinations grows exponentially with respect to the number of attributes and extremes.

When the number of attributes etc. is known at compile time, the algorithm for calculating combinations is simple, as the following Pascal program illustrates.

```

program comb(input,output);

const
  on = true;
  off = false;

var
  i,j,k,l : integer;
  A,B,C,D : boolean;

begin
  A:= Off;
  for i := 1 to 2 do
    begin
      B:= Off;
      for j := 1 to 2 do
        begin
          C:= Off;
          for k := 1 to 2 do
            begin
              D:= Off;
              for l := 1 to 2 do

```

```

begin
    if A then Write('A ');
    if B then Write('B ');
    if C then Write('C ');
    if D then Write('D ');
    Writeln;
    D:= on;
end;{for l}
    C:= on;
end;{for k}
    B:= on;
end;{for j}
    A:= on;
end;{for i}
end.

```

This program writes out each possible combination of ABCD. To add the letter E to this list would require rewriting the program and recompiling. Thus a for loop structure is not the answer to our problem. One way to solve this problem of combination involves recursion. Consider the following pseudo-code which visits every combination of extremes in the DecisionMaker data structure at least once:

```

procedure visit
begin
    if (More Attributes) then
        visit (Next Attribute)

    if (More Extremes) then
        visit (Same Attribute, Next Extreme)

    if (Last Attribute) then
        process;

end visit

```

Since Pascal is strongly typed and requires the number of parameters in a procedure call to match the number of formal parameters, more work is required for this pseudo-code to run. Below is the actual Pascal source code for the visit procedure.

```
procedure Visit (Attr :Attr_Ptr);

var
    Last_Extr : Extr_Ptr;

begin

    if (Attr^.Next_Attr <> NIL) then
        Visit (Attr^.Next_Attr);

    if (Attr^.Actv_Extr^.Next_Extr <> NIL) then
        begin
            Last_Extr := Attr^.Actv_Extr;
            Attr^.Actv_Extr := Attr^.Actv_Extr^.Next_Extr;
            Visit (Attr);
            Attr^.Actv_Extr := Last_Extr;
        end;

    if (Attr^.Next_Attr = NIL ) then
        process;

end; { Visit }
```

Visit sets the Actv_Extr pointer to each of the extremes in turn so that when the last attribute is reached, process is called. As program flow pops back up the call stack Actv_Extr is varied and all possible combinations are "processed". Clearly, process can be defined as required. The version of process included below simply writes out each combination of condition attributes. The logic is much easier to follow here than in the actual program, with all it's special cases.

```

procedure process;

var
  One_or_More : boolean;
  i : integer;
  Attr : Attr_Ptr;

begin
  One_or_More := False;
  Attr := Main.Attr_List;
  for i := 1 to Main.Num_Attr do
    begin
      if Attr^.Curr_Ext^.Extreme <> 'none' then
        begin
          Write(Attr^.Curr_Ext^.Extreme, ' ');
          One_or_More := True;
        end;
      Attr := Attr^.Next_Attr;
    end; {for i}
    if One_or_More then
      writeln;
  end; { Process }

```

In the DecisionMaker program, process is required to manage the calculation of an arbitrary number of fuzzy sets and to print the rules.

A recursive function called Recalc is called from within procedure process that returns a pointer to an attribute containing the intersection of any extremes pointed to by the Actv_Ext field of an attribute. The Pascal source code for function Recalc is shown below.

```

function Recalc (Attr:Attr_Ptr) : Attr_Ptr;

begin
  if Attr^.Next_Attr <> NIL then
    Recalc := Calc_Intersect(Attr, Attr^.Next_Attr)
  else
    Recalc := Attr;
end;

```

The final part of the algorithm design is rule output. Rule output is accomplished in two ways: one is by writing the rules to screen, the other by writing to a disk file. Rules are composed in English at the same time the values are calculated. Rules are output in the following format.

Red tumor color and large tumor size suggest disease A with belief level .6
Blue tumor color suggests disease B with belief level .7

DecisionMaker software allows the user to save the rules to disk. In addition, the user may extract rules by selecting a threshold value for I and or J, below which the rule will not be printed. Extraction becomes more important as the number of rules increases.

CONCLUSIONS

Much has been done but there is much left to do. Time constraints imposed by the school term did not allow me to implement every feature I wanted in DecisionMaker.

Although DecisionMaker is easy to use due to the menus, there needs to be a better help facility. A better help facility would be accessible from any screen and be context sensitive. This would not be hard to code given enough time.

Alternate methods for computing $I(AcB)$ have been discussed. It could be useful for the user to choose between several methods for calculating belief level of the rules. One such method is described below. Consider an expert who is "pretty good". He does statistically well, but is not the best there is. We might want to compute $I(AcB)$ in the following way:

$$I(AcB) = M(A \cap B) / M(A) \text{ or } \% \text{ of } A \text{ in } B$$

$$\text{where } V = X_1/X_1 + X_2/X_2 + X_3/X_3 + \dots + X_n/X_n$$

$$\text{and } M(V) = X_1 + X_2 + X_3 + \dots + X_n.$$

For example if we let $A = \{A, B, C\}$ and $B = \{b, c, d, e\}$

$$\text{it follows that } A \wedge B = \{1/b + 1/c\} = \{b, c\}$$

$$\text{and } I(AcB) = 2/3.$$

$$J(A \# B) \text{ can be calculated using } J = 1 - I(A \cap B).$$

Another method of calculation involves using weights for each condition attribute. Each of these methods should be added to the program and the user could choose one of them from a menu.

The most important improvement to this program would be some improved way of calculating the rules. Because the number of rules grows exponentially with the number of condition attributes and extremes, the data structure quickly exceeds available memory. Alternate methods of calculating rules need to be found. One possible method would be to calculate rules with one extreme at a time and then eliminate those extremes which don't produce I values above a certain threshold. The visit procedure which produces the combinations would probably have to be changed substantially to do this, however it might be possible to mark each extreme as "eliminated." This would allow visit to ignore such extremes much the way process ignores extremes marked "none."

There are many possible improvements that can be made to the DecisionMaker program. Perhaps other students will try in the future.

SUMMARY

In this work I have examined and demonstrated the theories expressed in Dr. Andre' deKorvin's paper *Extracting Fuzzy Rules Under Uncertainty and Measuring Definability Using Rough Sets*. The program described herein handles an arbitrary number of condition attributes, extremes of attributes, decisions and data sets. The data structure that allows the program to store an arbitrary amount of information is described. The limitations of Pascal for loops in creating combination of an arbitrary number of attributes was discussed. Recursive algorithms were presented that create all possible combinations of an arbitrary number of attributes. With these algorithms and data structures the DecisionMaker software is able to derive fuzzy rules from fuzzy diagnoses. Finally, source code for the DecisionMaker software is included.

```
Program DM(input,output);
```

```
{*****}
{*****}
{*****}
{***** PROGRAM FOR PARTIAL FULFILLMENT OF THE REQUIREMENTS *****}
{***** FOR CS 4395 *****}
{*****}
{***** Programmers : Danny Picazo *****}
{***** Kevin B. Walker *****}
{*****}
{***** This program simulate the ideas set forth in *****}
{***** Dr. Andre de Korvin's paper, "Extracting Fuzzy Rules *****}
{***** under uncertainty and Measuring Definibility using *****}
{***** Rough Sets". The program is designed to combine the *****}
{***** methods of rough sets and fuzzy sets to measure *****}
{***** uncertainty. Fuzzy rules are extracted to provide *****}
{***** the user a foundation from which they may formulate *****}
{***** a decision. *****}
{***** The main unit, DM, was written jointly. Units *****}
{***** DM_Calc and DM_View were written by Kevin Walker *****}
{***** Unit IO_PROC was written by Danny Picazo. In the DM *****}
{***** unit the main menu was written by Kevin Walker, the *****}
{***** data structure was designed jointly and the rest *****}
{***** was written by Danny Picazo. *****}
{*****}
{*****}
{*****}
```

Uses

```
CRT, IO_PROC, DM_Calc, DM_View;
```

```
{Compiler Directives}
```

```
{=====}
```

```
{U$+} { allow user to halt program execution by pressing CTRL-Break }
```

Const

```
{Main Data Structure Constants}
```

```
{=====}
```

```
MAX_STRING = 60;
```

```
MAX_QUESTION_LENGTH = 60;
```

```
MAX_ATTRIBUTE_LENGTH = 30;
```

```
MAX_DECISION_LENGTH = 30;
```

```
MAX_EXTREME_LENGTH = 15;
```

```
DEF_DRIVE = 'C:';
```

```
DEF_FILENAME = '(none)';
```

```
DEF_EXT = '.FZY';
```

```
{Keyboard Return Code Constants}
```

```
{=====}
```

```

NULL = #0;
ESC_KEY = #27;      CR = #13;
INS_KEY = #82;      DEL_KEY = #83;      BACKSPC = #8;
TAB_KEY = #9;       SHFT_TAB = #15;
UP_ARROW = #72;     DN_ARROW = #80;     LF_ARROW = #75;     RT_ARROW = #77
HOME_KEY = #71;     END_KEY = #79;     PGUP_KEY = #73;     PGDN_KEY = #81
F1_KEY = #59;       F2_KEY = #60;     F3_KEY = #61;     F4_KEY = #62;
ALT_Q = #16;        ALT_D = #32;        ALT_A = #30;     ALT_S = #31;

```

```

{Border ASCII Char Codes}
{=====}
LT = 201;   RT = 187;   HORIZ = 205;
LB = 200;   RB = 188;   VERT = 186;
SHADOW_CHAR = 176;

```

```

Type
  MESSAGES = array[0..6] of string;

  SHADOW_CHOICE = ( Shadow, NoShadow );

  KEY_TYPE = ( AlphaNum, BackSpace, TabKey, ShftTab, HomeKey, EndKey,
UpKey,
                DnKey, LfKey, RtKey, Escape, F1Key, F2Key, F3Key, F4Key,
                EnterKey, ErrorKey, AltS, AltD, AltA, AltQ, PgUpKey,
PgDnKey,
                InsKey, DelKey, EraseKey );

```

```

Var
  CHOICE: char;
  Row, X, Y, I, J, DCSN_ROW, TOP_DCSN, ATTR_ROW, TOP_ATTR,
EXTR_ROW, TOP_EXTR,
  Norm_Text, Norm_Background, High_Light : integer;
  QUIT, DATA_SAVED, QUIT_FLAG, NO_DATA_FLAG, EXIT_KEY_PRESSED: boolean;
  WHICH_KEY: integer;
  MAIN_DATA: QUESTION_REC;
  PATH, FILENAME, EXT: string;
  ch : char;

```

```

{FORWARD CALL DECLARATIONS}
{=====}
Procedure Help; Forward;
Procedure CLEAR_SYSTEM_PARAMETERS; Forward;

```

```

Procedure INPUT_SYSTEM_DATA;
  const
    QSTN_XPOS = 9;   QSTN_YPOS = 4;
    ATTR_XPOS = 9;   ATTR_YPOS = 9;
    EXTR_XPOS = 60;  EXTR_YPOS = 9;
    DCSN_XPOS = 9;   DCSN_YPOS = 18;
  var

```

```

A, LAST_ATTR_NUM: integer;
DO_NOTHING,
NO_MORE_ATTR_INPUT: boolean;
INPUT_WNDW: array [1..4] of record
    X,Y: integer;
end;
CURR_EXTR, PREV_EXTR: EXTR_PTR;
CURR_ATTR, PREV_ATTR: ATTR_PTR;
CURR_DCSN, PREV_DCSN: DCSN_PTR;

procedure WRITE_EXTR( var TOP_ROW, CURR_ROW: integer;   CURR_ATTR:
ATTR_PTR;
                    var CURR_EXTR, PREV_EXTR: EXTR_PTR );
var
    NUM: string;
begin
    CLEAR_WINDOW(EXTR_XPOS, EXTR_YPOS, EXTR_XPOS+MAX_EXTREME_LENGTH, EXTR_YPO
S+2);
    textcolor(High_Light);
    gotoxy(EXTR_XPOS+MAX_EXTREME_LENGTH, EXTR_YPOS);
    if (TOP_ROW > 1) then
        write(chr(30));
    gotoxy(EXTR_XPOS+MAX_EXTREME_LENGTH, EXTR_YPOS+2);
    if ((TOP_ROW+2) < CURR_ATTR^.NUM_EXTR+1) and (CURR_ATTR <> nil)
then
        write(chr(31));
    textcolor(Norm_Text);
    if ( CURR_ATTR = nil ) then
        CURR_EXTR := nil
    else
        CURR_EXTR := CURR_ATTR^.EXTR_LIST;
    I := 1;
    while ( I < TOP_ROW ) do
        begin CURR_EXTR := CURR_EXTR^.NEXT_EXTR; I := I + 1; end;
    I := 0;
    while ( I <= 2 ) and ( CURR_EXTR <> nil ) do
        begin
            str(TOP_ROW+I, NUM);
            gotoxy(EXTR_XPOS-4, EXTR_YPOS+I);
            write(NUM:2, ' ) ', CURR_EXTR^.EXTREME);
            CURR_EXTR := CURR_EXTR^.NEXT_EXTR;
            I := I + 1;
        end;
    if ( I <= 2 ) then
        begin
            str(TOP_ROW+I, NUM);
            gotoxy(EXTR_XPOS-4, EXTR_YPOS+I);
            write(NUM:2, ' ) ');
        end;
    PREV_EXTR := nil;
    if ( CURR_ATTR = nil ) then

```

```

        CURR_EXTR := nil
    else
        CURR_EXTR := CURR_ATTR^.EXTR_LIST;
    I := 1;
    while ( I < CURR_ROW ) do
    begin
        PREV_EXTR := CURR_EXTR;
        CURR_EXTR := CURR_EXTR^.NEXT_EXTR;
        I := I + 1;
    end;
end;    {procedure WRITE_EXTR}

procedure WRITE_ATTR( var TOP_ROW, CURR_ROW: integer; va
CURR_ATTR, PREV_ATTR: ATTR_PTR );
var
    NUM: string;
begin
CLEAR_WINDOW(ATTR_XPOS, ATTR_YPOS, ATTR_XPOS+MAX_ATTRIBUTE_LENGTH, ATTR_
POS+4);
    textcolor(High_Light);
    gotoxy(ATTR_XPOS+MAX_ATTRIBUTE_LENGTH, ATTR_YPOS);
    if (TOP_ROW > 1) then
        write(chr(30));
    gotoxy(ATTR_XPOS+MAX_ATTRIBUTE_LENGTH, ATTR_YPOS+4);
    if ((TOP_ROW+4) < MAIN_DATA.NUM_ATTR+1) then
        write(chr(31));
    textcolor(Norm_Text);
    CURR_ATTR := MAIN_DATA.ATTR_LIST;
    I := 1;
    while ( I < TOP_ROW ) do
    begin CURR_ATTR := CURR_ATTR^.NEXT_ATTR; I := I + 1; end
    I := 0;
    while ( I <= 4 ) and ( CURR_ATTR <> nil ) do
    begin
        str(TOP_ROW+I, NUM);
        gotoxy(ATTR_XPOS-4, ATTR_YPOS+I);
        write(NUM:2, ' ) ', CURR_ATTR^.ATTRIBUTE);
        CURR_ATTR := CURR_ATTR^.NEXT_ATTR;
        I := I + 1;
    end;
    if ( I <= 4 ) then
    begin
        str(TOP_ROW+I, NUM);
        gotoxy(ATTR_XPOS-4, ATTR_YPOS+I);
        write(NUM:2, ' ) ');
    end;
    PREV_ATTR := nil;
    CURR_ATTR := MAIN_DATA.ATTR_LIST;
    I := 1;
    while ( I < CURR_ROW ) do
    begin

```

```

        PREV_ATTR := CURR_ATTR;
        CURR_ATTR := CURR_ATTR^.NEXT_ATTR;
        I := I + 1;
    end;
end; {procedure WRITE_ATTR}

procedure WRITE_DCSN( var TOP_ROW, CURR_ROW: integer; var
CURR_DCSN, PREV_DCSN: DCSN_PTR );
var
    NUM: string;
begin
CLEAR_WINDOW(DCSN_XPOS, DCSN_YPOS, DCSN_XPOS+MAX_DECISION_LENGTH, DCSN_YP
OS+2);

    textcolor(High_Light);
    gotoxy(DCSN_XPOS+MAX_DECISION_LENGTH, DCSN_YPOS);
    if (TOP_ROW > 1) then
        write(chr(30));
    gotoxy(DCSN_XPOS+MAX_DECISION_LENGTH, DCSN_YPOS+2);
    if ((TOP_ROW+2) < MAIN_DATA.NUM_DCSN+1) then
        write(chr(31));
    textcolor(Norm_Text);
    CURR_DCSN := MAIN_DATA.DCSN_LIST;
    I := 1;
    while ( I < TOP_ROW ) do
        begin CURR_DCSN := CURR_DCSN^.NEXT_DCSN; I := I + 1; end;
    I := 0;
    while ( I <= 2 ) and ( CURR_DCSN <> nil ) do
        begin
            str(TOP_ROW+I, NUM);
            gotoxy(DCSN_XPOS-4, DCSN_YPOS+I);
            write(NUM:2, ' ) ', CURR_DCSN^.DECISION);
            CURR_DCSN := CURR_DCSN^.NEXT_DCSN;
            I := I + 1;
        end;
    if ( I <= 2 ) then
        begin
            str(TOP_ROW+I, NUM);
            gotoxy(DCSN_XPOS-4, DCSN_YPOS+I);
            write(NUM:2, ' ) ');
        end;
    PREV_DCSN := nil;
    CURR_DCSN := MAIN_DATA.DCSN_LIST;
    I := 1;
    while ( I < CURR_ROW ) do
        begin
            PREV_DCSN := CURR_DCSN;
            CURR_DCSN := CURR_DCSN^.NEXT_DCSN;
            I := I + 1;
        end;
end; {procedure WRITE_DCSN}

```

```

procedure INPUT_SCREEN;
begin
  Menu_Screen(0);
  textbackground(Black); textcolor(High_Light);
  gotoxy(1,25); write( 'F1' );
  gotoxy(10,25); write( 'F2' );
  gotoxy(24,25); write( 'F3' );
  gotoxy(40,25); write( 'ESC' );
  gotoxy(50,25); write( 'Tab,PgUp,PgDn' );
  textcolor(Norm_Text);
  gotoxy(3,25); write('-Help');
  gotoxy(12,25); write('-ClearData');
  gotoxy(26,25); write('-InputValues');
  gotoxy(43,25); write('-Menu');
  gotoxy(63,25); write('-NextInputWindow');
  DRAW_BORDER(4,3,77,6,ord(Shadow));
  textcolor(High_Light);
  gotoxy(3,3); write('Q');
  textcolor(Norm_Text); write('UESTION/PROBLEM TO STUDY' );
  DRAW_BORDER(4,8,41,15,ord(Shadow));
  gotoxy(6,4); write('=> ', MAIN_DATA.QUESTION);
  textcolor(High_Light);
  gotoxy(3,8); write('S');
  textcolor(Norm_Text); write('YMPTOMS OF PROBLEM');
  for I := 1 to 5 do
    begin gotoxy(6,8+I); write( I:1, ' ' ); end;
  WRITE_ATTR(TOP_ATTR,ATTR_ROW,CURR_ATTR,PREV_ATTR);
  DRAW_BORDER(4,17,41,22,ord(Shadow));
  textcolor(High_Light);
  gotoxy(3,17); write('D');
  textcolor(Norm_Text); write('ECISIONS/OUTCOMES TO PROBLEM');
  for I := 1 to 3 do
    begin gotoxy(6,17+I); write( I:1, ' ' ); end;
  WRITE_DCSN(TOP_DCSN,DCSN_ROW,CURR_DCSN,PREV_DCSN);
  I := round(MemAvail/1000);
  gotoxy(60,21); write( 'Memory Avail: ', I:1, 'K' );
end; (procedure INPUT_SCREEN)

```

```

procedure QUESTION_INPUT;
begin
  GET_INPUT_STRING( QSTN_XPOS, QSTN_YPOS, MAX_QUESTION_LENGTH,
    MAIN_DATA.QUESTION, WHICH_KEY, EXIT_KEY_PRESSED
);

  case (WHICH_KEY) of
    ord(UpKey):
      begin
        A := 3; DCSN_ROW := TOP_DCSN + 2;
      end;
    ord(EnterKey), ord(DnKey):
      begin
        A := 2; ATTR_ROW := TOP_ATTR;
      end;
  end;

```



```

        else ;
    end;    (case WHICH_KEY)
end;    {procedure QUESTION_INPUT}

procedure EXTREME_INPUT( var CURR_ATTR: ATTR_PTR );
var
    X,Y: integer;
    TEMP_EXTR: string;
    INPUT_EXTR: EXTR_PTR;
    EXTR_ADDED,
    NO_MORE_EXTR_INPUT: boolean;

begin
    if (MAIN_DATA.NUM_ATTR > 0) then
        begin
            textbackground(Norm_Text);
            textcolor(Norm_BackGround);
            gotoxy(ATTR_XPOS,ATTR_YPOS+(ATTR_ROW-TOP_ATTR));
            write(CURR_ATTR^.ATTRIBUTE);
            for I := 1 to (MAX_ATTRIBUTE_LENGTH -
length(CURR_ATTR^.ATTRIBUTE)) do
                write(' ');
            textbackground(Norm_BackGround);
            textcolor(Norm_Text);
        end;
        TOP_EXTR := 1;
        EXTR_ROW := 1;
        NO_MORE_EXTR_INPUT := False;
        X := EXTR_XPOS;
        Y := EXTR_YPOS;
        WRITE_EXTR(TOP_EXTR,EXTR_ROW,CURR_ATTR,CURR_EXTR,PREV_EXTR);
        EXIT_KEY_PRESSED := False;
        repeat
            if (CURR_EXTR = nil ) then
                TEMP_EXTR := ''
            else
                TEMP_EXTR := CURR_EXTR^.EXTREME;
                EXTR_ADDED := False;
                gotoxy(X,Y);

GET_INPUT_STRING(X,Y,MAX_EXTREME_LENGTH,TEMP_EXTR,WHICH_KEY,EXIT_KEY_P
RESSED);
                if ( length(TEMP_EXTR) > 0 ) then
                    begin
                        if ( CURR_EXTR = nil ) then
                            begin
                                new(INPUT_EXTR);
                                INPUT_EXTR^.EXTREME:= TEMP_EXTR;
                                INPUT_EXTR^.NEXT_EXTR := nil;
                                INPUT_EXTR^.VALU_LIST := nil;
                                TEMP_EXTR := '';
                                if ( CURR_ATTR^.NUM_EXTR = 0 ) then

```

```

begin
    CURR_ATTR^.NUM_EXTR := 1;
    CURR_ATTR^.EXTR_LIST := INPUT_EXTR;
end
else
begin
    PREV_EXTR := nil;
    CURR_EXTR := CURR_ATTR^.EXTR_LIST;
    while ( CURR_EXTR^.NEXT_EXTR <> nil ) do
        begin
            PREV_EXTR := CURR_EXTR;
            CURR_EXTR := CURR_EXTR^.NEXT_EXTR;
        end;
    CURR_EXTR^.NEXT_EXTR := INPUT_EXTR;
    CURR_ATTR^.NUM_EXTR := CURR_ATTR^.NUM_EXTR
+ 1;

    end;
    PREV_EXTR := CURR_EXTR;
    CURR_EXTR := INPUT_EXTR;
    EXTR_ADDED := True;
end (if CURR_EXTR = nil)
else (CURR_EXTR <> nil)
    CURR_EXTR^.EXTREME := TEMP_EXTR;
end; (if length(TEMP_EXTR) > 0)
case (WHICH_KEY) of
    ord(UpKey):
        begin
            Y := Y - 1;
            EXTR_ROW := EXTR_ROW - 1;
            if ( Y < EXTR_YPOS ) then
                if ( EXTR_ROW <= 0 ) then
                    begin
                        TOP_EXTR := 1;
                        EXTR_ROW := 1;
                        NO_MORE_EXTR_INPUT := True;
                        A := 2; (return to ATTR box)
                    end
                else
                    (you can scroll up in window
                    begin
                        Y := Y + 1;
                        TOP_EXTR := EXTR_ROW;
                        WRITE_EXTR(TOP_EXTR, EXTR_ROW, CURR_ATTR, CURR_EXTR, PREV_EXTR);
                    end
                else
                    (normal up)
                    begin
                        CURR_EXTR := PREV_EXTR;
                        TEMP_EXTR := CURR_EXTR^.EXTREME;
                        PREV_EXTR := CURR_ATTR^.EXTR_LIST;
                        I := 2;
                        while ( I < EXTR_ROW ) do
                            begin

```

```

PREV_EXTR^.NEXT_EXTR;
PREV_EXTR :=
I := I + 1;
end;
end;
end; (UpKey)
ord(EnterKey), ord(DnKey):
begin
Y := Y + 1;
if ( Y > (EXTR_YPOS+2) ) then
if ( EXTR_ROW > CURR_ATTR^.NUM_EXTR ) then
begin
A := 2;
EXTR_ROW := CURR_ATTR^.NUM_EXTR+1;
TOP_EXTR := EXTR_ROW - 2;
NO_MORE_EXTR_INPUT := True;
end
else {you can scroll down in
window}
begin
Y := Y - 1;
TOP_EXTR := TOP_EXTR + 1;
EXTR_ROW := TOP_EXTR + 2;
WRITE_EXTR(TOP_EXTR, EXTR_ROW, CURR_ATTR, CURR_EXTR, PREV_EXTR);
end
else {normal down}
if ( EXTR_ROW > CURR_ATTR^.NUM_EXTR ) then
begin
A := 2;
EXTR_ROW := CURR_ATTR^.NUM_EXTR;
TOP_EXTR := EXTR_ROW - 2;
NO_MORE_EXTR_INPUT := True;
DCSN_ROW := TOP_DCSN;
end
else
begin
PREV_EXTR := CURR_EXTR;
CURR_EXTR := CURR_EXTR^.NEXT_EXTR;
if (EXTR_ADDED) then
TEMP_EXTR := ''
else
TEMP_EXTR := CURR_EXTR^.EXTREME;
EXTR_ROW := EXTR_ROW + 1;
end;
end; {DnKey}
ord(EraseKey):
begin
sound(100);
delay(50);
nosound;
end;

```

```

        else begin
            NO_MORE_EXTR_INPUT := True;
            NO_MORE_ATTR_INPUT := True;
        end;
    end;    {case WHICH_KEY}
    EXIT_KEY_PRESSED := False;
until ( NO_MORE_EXTR_INPUT );
EXIT_KEY_PRESSED := True;
TOP_EXTR := 1;
EXTR_ROW := 1;
gotoxy(EXTR_XPOS+MAX_EXTREME_LENGTH, EXTR_YPOS); write(' ');
end;    {procedure EXTREME_INPUT}

procedure ATTRIBUTE_INPUT;
var
    X,Y: integer;
    TEMP_ATTR: string;
    INPUT_ATTR: ATTR_PTR;
    ATTR_ADDED: boolean;

begin
    DRAW_BORDER(55,8,77,13,ord(Shadow));
    textcolor(High_Light);
    gotoxy(54,8); write('A');
    textcolor(Norm_Text); write('TTRIBUTES OF SYMPTOMS');
    for I := 1 to 3 do
        begin gotoxy(57,8+I); write( I:1, ' ' ); end;
    WRITE_EXTR(TOP_EXTR, EXTR_ROW, CURR_ATTR, CURR_EXTR, PREV_EXTR);
    NO_MORE_ATTR_INPUT := False;
    if (ATTR_ROW > (MAIN_DATA.NUM_ATTR+1)) then
        ATTR_ROW := MAIN_DATA.NUM_ATTR+1;
    if (ATTR_ROW < 1) then
        ATTR_ROW := 1;
    if (TOP_ATTR < 1) then
        TOP_ATTR := 1;
    X := ATTR_XPOS;
    if (ATTR_ROW = TOP_ATTR) then
        Y := ATTR_YPOS
    else
        Y := ATTR_YPOS + ( ATTR_ROW - TOP_ATTR );
    WRITE_ATTR(TOP_ATTR, ATTR_ROW, CURR_ATTR, PREV_ATTR);
    repeat
        if (CURR_ATTR = nil ) then
            TEMP_ATTR := ''
        else
            TEMP_ATTR := CURR_ATTR^.ATTRIBUTE;
            ATTR_ADDED := False;
            gotoxy(X,Y);

GET_INPUT_STRING(X,Y,MAX_ATTRIBUTE_LENGTH,TEMP_ATTR,WHICH_KEY,EXIT_KEY_PRESSED);
        if ( length(TEMP_ATTR) > 0 ) then

```

```

begin
  if ( CURR_ATTR = nil ) then
    begin
      new(INPUT_ATTR);
      INPUT_ATTR^.ATTRIBUTE:= TEMP_ATTR;
      INPUT_ATTR^.NEXT_ATTR := nil;
      INPUT_ATTR^.NUM_EXTR := 0;
      INPUT_ATTR^.EXTR_LIST := nil;
      TEMP_ATTR := '';
      if ( MAIN_DATA.NUM_ATTR = 0 ) then
        begin
          MAIN_DATA.NUM_ATTR := 1;
          MAIN_DATA.ATTR_LIST := INPUT_ATTR;
        end
      else
        begin
          PREV_ATTR := nil;
          CURR_ATTR := MAIN_DATA.ATTR_LIST;
          while ( CURR_ATTR^.NEXT_ATTR <> nil ) do
            begin
              PREV_ATTR := CURR_ATTR;
              CURR_ATTR := CURR_ATTR^.NEXT_ATTR;
            end;
            CURR_ATTR^.NEXT_ATTR := INPUT_ATTR;
            MAIN_DATA.NUM_ATTR := MAIN_DATA.NUM_ATTR
+ 1;

            end;
            PREV_ATTR := CURR_ATTR;
            CURR_ATTR := INPUT_ATTR;
            ATTR_ADDED := True;
          end (if CURR_ATTR = nil)
        else (CURR_ATTR <> nil)
          CURR_ATTR^.ATTRIBUTE := TEMP_ATTR;
        end; (if length(TEMP_ATTR) > 0)
      case (WHICH_KEY) of
        ord(UpKey):
          begin
            Y:= Y - 1;
            ATTR_ROW := ATTR_ROW - 1;
            if ( Y < ATTR_YPOS ) then
              if ( ATTR_ROW <= 0 ) then
                begin
                  TOP_ATTR := 1;
                  ATTR_ROW := 1;
                  NO_MORE_ATTR_INPUT := True;
                  A := 1; (set up call to QUESTION)
                end
              else (you can scroll up in window)
                begin
                  Y := Y + 1;
                  TOP_ATTR := ATTR_ROW;

```

```

WRITE_ATTR(TOP_ATTR,ATTR_ROW,CURR_ATTR,PREV_ATTR);
    end
else (normal up)
begin
    CURR_ATTR := PREV_ATTR;
    TEMP_ATTR := CURR_ATTR^.ATTRIBUTE;
    PREV_ATTR := MAIN_DATA.ATTR_LIST;
    I := 2;
    while ( I < ATTR_ROW ) do
        begin
            PREV_ATTR :=
PREV_ATTR^.NEXT_ATTR;
            I := I + 1;
        end;
    end;
end; {UpKey}
ord(DnKey):
begin
    Y := Y + 1;
    if ( Y > (ATTR_YPOS+4) ) then
        if ( ATTR_ROW > MAIN_DATA.NUM_ATTR ) then
            begin
                A := 3;
                ATTR_ROW := MAIN_DATA.NUM_ATTR+1;
                TOP_ATTR := ATTR_ROW - 4;
                NO_MORE_ATTR_INPUT := True;
            end
        else (you can scroll down in
window)
            begin
                Y := Y - 1;
                TOP_ATTR := TOP_ATTR + 1;
                ATTR_ROW := TOP_ATTR + 4;
            end
        end
    end
    WRITE_ATTR(TOP_ATTR,ATTR_ROW,CURR_ATTR,PREV_ATTR);
    end
else (normal down)
    if ( ATTR_ROW > MAIN_DATA.NUM_ATTR ) then
        begin
            A := 3;
            ATTR_ROW := MAIN_DATA.NUM_ATTR;
            TOP_ATTR := ATTR_ROW - 4;
            NO_MORE_ATTR_INPUT := True;
            DCSN_ROW := TOP_DCSN;
        end
    else
        begin
            PREV_ATTR := CURR_ATTR;
            CURR_ATTR := CURR_ATTR^.NEXT_ATTR
            if (ATTR_ADDED) then
                TEMP_ATTR := ''
            else

```

```

TEMP_ATTR :=
CURR_ATTR^.ATTRIBUTE;
ATTR_ROW := ATTR_ROW + 1;
end;
end; {DnKey}
ord(EnterKey),ord(AltA):
if (length(TEMP_ATTR) > 0) or (ATTR_ADDED) then
EXTREME_INPUT(CURR_ATTR);
ord(EraseKey):
begin
sound(100);
delay(50);
nosound;
end;
else NO_MORE_ATTR_INPUT := True;
end; {case WHICH_KEY}
WRITE_EXTR(TOP_EXTR,EXTR_ROW,CURR_ATTR,CURR_EXTR,PREV_EXTR);
EXIT_KEY_PRESSED := False;
until ( NO_MORE_ATTR_INPUT );
CLEAR_WINDOW(54,8,77,13);
EXIT_KEY_PRESSED := True;
gotoxy(ATTR_XPOS+MAX_ATTRIBUTE_LENGTH,ATTR_YPOS); write(' ');
gotoxy(ATTR_XPOS+MAX_ATTRIBUTE_LENGTH,ATTR_YPOS+4); write('
');
end; {procedure ATTRIBUTE_INPUT}

procedure DECISION_INPUT;
var
X,Y: integer;
TEMP_DCSN: string;
INPUT_DCSN: DCSN_PTR;
DCSN_ADDED,
NO_MORE_DCSN_INPUT: boolean;
begin
NO_MORE_DCSN_INPUT := False;
if (DCSN_ROW > (MAIN_DATA.NUM_DCSN+1)) then DCSN_ROW :=
MAIN_DATA.NUM_DCSN+1;
if (DCSN_ROW < 1) then DCSN_ROW := 1;
if (TOP_DCSN < 1) then TOP_DCSN := 1;
X := DCSN_XPOS;
if (DCSN_ROW = TOP_DCSN) then
Y := DCSN_YPOS
else
Y := DCSN_YPOS + ( DCSN_ROW - TOP_DCSN );
WRITE_DCSN(TOP_DCSN,DCSN_ROW,CURR_DCSN,PREV_DCSN);
repeat
if (CURR_DCSN = nil ) then
TEMP_DCSN := ''
else
TEMP_DCSN := CURR_DCSN^.DECISION;
DCSN_ADDED := False;
gotoxy(X,Y);

```

```

GET_INPUT_STRING(X,Y,MAX_DECISION_LENGTH,TEMP_DCSN,WHICH_KEY,EXIT_KEY_
PRESSED);
    if ( length(TEMP_DCSN) > 0 ) then
        begin
            if ( CURR_DCSN = nil ) then
                begin
                    new(INPUT_DCSN);
                    INPUT_DCSN^.DECISION := TEMP_DCSN;
                    INPUT_DCSN^.NEXT_DCSN := nil;
                    INPUT_DCSN^.VALU_LIST := nil;
                    TEMP_DCSN := '';
                    if ( MAIN_DATA.NUM_DCSN = 0 ) then
                        begin
                            MAIN_DATA.NUM_DCSN := 1;
                            MAIN_DATA.DCSN_LIST := INPUT_DCSN;
                        end
                    else
                        begin
                            PREV_DCSN := nil;
                            CURR_DCSN := MAIN_DATA.DCSN_LIST;
                            while ( CURR_DCSN^.NEXT_DCSN <> nil ) do
                                begin
                                    PREV_DCSN := CURR_DCSN;
                                    CURR_DCSN := CURR_DCSN^.NEXT_DCSN;
                                end;
                            CURR_DCSN^.NEXT_DCSN := INPUT_DCSN;
                            MAIN_DATA.NUM_DCSN := MAIN_DATA.NUM_DCSN
+ 1;

                                end;
                            PREV_DCSN := CURR_DCSN;
                            CURR_DCSN := INPUT_DCSN;
                            DCSN_ADDED := True;
                        end (if CURR_DCSN = nil)
                    else (CURR_DCSN <> nil)
                        CURR_DCSN^.DECISION := TEMP_DCSN;
                    end; (if length(TEMP_DCSN) > 0)
                case (WHICH_KEY) of
                    ord(UpKey):
                        begin
                            Y:= Y - 1;
                            DCSN_ROW := DCSN_ROW - 1;
                            if ( Y < DCSN_YPOS ) then
                                if ( DCSN_ROW <= 0 ) then
                                    begin
                                        TOP_DCSN := 1;
                                        DCSN_ROW := 1;
                                        NO_MORE_DCSN_INPUT := True;
                                        A := 2; (set up call to ATTRIBUTE)
                                        ATTR_ROW := TOP_ATTR + 4;
                                    end
                                else
                                    (you can scroll up in window)

```



```

begin
    Y := Y + 1;
    TOP_DCSN := DCSN_ROW;

WRITE_DCSN(TOP_DCSN,DCSN_ROW,CURR_DCSN,PREV_DCSN);
end
else {normal up}
begin
    CURR_DCSN := PREV_DCSN;
    TEMP_DCSN := CURR_DCSN^.DECISION;
    PREV_DCSN := MAIN_DATA.DCSN_LIST;
    I := 2;
    while ( I < DCSN_ROW ) do
        begin
            PREV_DCSN :=
PREV_DCSN^.NEXT_DCSN;

            I := I + 1;
        end;
    end;
end; (UpKey)
ord(EnterKey),ord(DnKey):
begin
    Y := Y + 1;
    if ( Y > (DCSN_YPOS+2) ) then
        if ( DCSN_ROW > MAIN_DATA.NUM_DCSN ) then
            begin
                A := 1;
                DCSN_ROW := MAIN_DATA.NUM_DCSN+1;
                TOP_DCSN := DCSN_ROW - 2;
                NO_MORE_DCSN_INPUT := True;
            end
        else {you can scroll down in
window)
            begin
                Y := Y - 1;
                TOP_DCSN := TOP_DCSN + 1;
                DCSN_ROW := TOP_DCSN + 2;

WRITE_DCSN(TOP_DCSN,DCSN_ROW,CURR_DCSN,PREV_DCSN);
end
else {normal down}
        if ( DCSN_ROW > MAIN_DATA.NUM_DCSN ) then
            begin
                A := 1;
                DCSN_ROW := MAIN_DATA.NUM_DCSN;
                TOP_DCSN := DCSN_ROW - 2;
                NO_MORE_DCSN_INPUT := True;
            end
        else
            begin
                PREV_DCSN := CURR_DCSN;
                CURR_DCSN := CURR_DCSN^.NEXT_DCSN;

```

```

                                if (DCSN_ADDED) then
                                    TEMP_DCSN := '';
                                else
                                    TEMP_DCSN := CURR_DCSN^.DECISION;
                                    DCSN_ROW := DCSN_ROW + 1;
                                end;
                                end;    {Enter,DnKey}
                                ord(EraseKey):
                                begin
                                    sound(100);
                                    delay(50);
                                    nosound;
                                end;
                                else NO_MORE_DCSN_INPUT := True;
                                end;    {case WHICH_KEY}
                                EXIT_KEY_PRESSED := False;
                                until (NO_MORE_DCSN_INPUT);
                                EXIT_KEY_PRESSED := True;
                                gotoxy(DCSN_XPOS+MAX_DECISION_LENGTH,DCSN_YPOS); write(' ');
                                gotoxy(DCSN_XPOS+MAX_DECISION_LENGTH,DCSN_YPOS+2); write(' ');
                                end;    {procedure DECISION_INPUT}

                                {*****}
                                {* main procedure INPUT_SYSEM_DATA *}
                                {*****}
                                begin
                                    INPUT_WNDW[1].X := QSTN_XPOS;    INPUT_WNDW[1].Y := QSTN_YPOS;
                                    INPUT_WNDW[2].X := ATTR_XPOS;    INPUT_WNDW[2].Y := ATTR_YPOS;
                                    INPUT_WNDW[3].X := DCSN_XPOS;    INPUT_WNDW[3].Y := DCSN_YPOS;
                                    INPUT_WNDW[4].X := EXTR_XPOS;    INPUT_WNDW[4].Y := EXTR_YPOS;
                                    PREV_DCSN := nil;    CURR_DCSN := MAIN_DATA.DCSN_LIST;
                                    PREV_ATTR := nil;    CURR_ATTR := MAIN_DATA.ATTR_LIST;
                                    PREV_EXTR := nil;    CURR_EXTR := nil;
                                    if (DCSN_ROW > (MAIN_DATA.NUM_DCSN+1)) then DCSN_ROW :=
                                MAIN_DATA.NUM_DCSN+1;
                                    if (DCSN_ROW < 1) then DCSN_ROW := 1;
                                    if (TOP_DCSN < 1) then TOP_DCSN := 1;
                                    if (ATTR_ROW > (MAIN_DATA.NUM_ATTR+1)) then ATTR_ROW :=
                                MAIN_DATA.NUM_ATTR+1;
                                    if (ATTR_ROW < 1) then ATTR_ROW := 1;
                                    if (TOP_ATTR < 1) then TOP_ATTR := 1;
                                    A := 1;
                                    CHOICE := ' ';
                                    EXIT_KEY_PRESSED := False;
                                    DO_NOTHING := False;
                                    INPUT_SCREEN;
                                    X := QSTN_XPOS;    Y := QSTN_YPOS;
                                    QUESTION_INPUT;
                                    repeat
                                        CHOICE := ' ';
                                        gotoxy(X,Y);
                                        if ( NOT EXIT_KEY_PRESSED ) then

```

```

        WHICH_KEY := WHICH_KEY_PRESSED(CHOICE)
    else
        EXIT_KEY_PRESSED := False;
    case ( WHICH_KEY ) of
        ord(F1Key): begin HELP; INPUT_SCREEN; end;
        ord(F2Key): begin CLEAR_SYSTEM_PARAMETERS; INPUT_SCREEN;
end;
        ord(F3Key): begin (goto INPUT_VALUES) (INPUT_SCREEN)
end;
        ord(AltQ): A := 1;
        ord(AltS): A := 2;
        ord(AltD): A := 3;
        ord(TabKey), ord(PgDnKey):
            begin
                A := A + 1;
                if ( A > 3 ) then
                    A := 1;
                X := INPUT_WNDW[A].X; Y :=
INPUT_WNDW[A].Y;
            end;
        ord(ShftTab), ord(PgUpKey):
            begin
                A := A - 1;
                if ( A < 1 ) then
                    A := 3;
                X := INPUT_WNDW[A].X; Y :=
INPUT_WNDW[A].Y;
            end;
        ord(EnterKey), ord(UpKey), ord(DnKey): ;
        else DO_NOTHING := True;
    end; (case WHICH_KEY)
    if ( NOT DO_NOTHING ) then
        case (A) of
            1: QUESTION_INPUT;
            2: ATTRIBUTE_INPUT;
            3: DECISION_INPUT;
        end (case A)
    else
        DO_NOTHING := False;
    until ( WHICH_KEY = ord(Escape) );
    with MAIN_DATA do
        if (length(QUESTION) = 0) and (NUM_ATTR = 0) and (NUM_DCSN = 0)
then
            NO_DATA_FLAG := True
        else
            NO_DATA_FLAG := False;
        end; (procedure INPUT_SYSTEM_DATA)

```

```

Procedure RETRIEVE_DATA;
const

```

```

    INIT_XPOS = 22;    INIT_YPOS = 7;
var
    X,Y: integer;
    DONE,
    VALID_FILE,
    FILE_EXISTS,
    DO_NOTHING: boolean;
    INFILE: text;

procedure GET_FILENAME;
begin
    if (WHICH_KEY <> ord(Escape)) then
        begin
            repeat
                VALID_FILE := True;
                EXIT_KEY_PRESSED := False;
GET_INPUT_STRING(X,Y+2,8,FILENAME,WHICH_KEY,EXIT_KEY_PRESSED);
                if (WHICH_KEY = ord(EnterKey)) and (length(FILENAME
> 0) then
                    begin
                        I := 2;
                        if (FILENAME[1] in ['A'..'Z','a'..'z']) then
                            while ( I <= length(FILENAME) ) and
(VVALID_FILE) do
                                if (FILENAME[I] in
['0'..'9','A'..'Z','a'..'z',
                                '_' , '0'..'9']) then
                                    I := I + 1
                                else
                                    VALID_FILE := False
                                else
                                    VALID_FILE := False;
                                    if (VALID_FILE) then
                                        begin
                                            assign(INFILE,PATH+FILENAME+EXT);
                                            (*$I-*)
                                            reset(INFILE);
                                            (*$I+*)
                                            FILE_EXISTS := IOresult = 0;
                                            if (NOT FILE_EXISTS) then
                                                begin
                                                    VALID_FILE := False;
                                                    gotoxy(10,Y+10);
                                                    write('File does not exist. Please
try again!');
                                                    delay(2000);
                                                    CLEAR_WINDOW(5,17,75,17);
                                                end;
                                            end
                                        else
                                            begin

```

```

                                gotoxy(10,Y+10);
                                write('Illegal Filename. Try Again!');
                                delay(2000);
                                gotoxy(X,Y+10);
                                CLEAR_WINDOW(5,17,75,17);
                                end;
                                end
                                else
                                    VALID_FILE := False;
                                    until (WHICH_KEY = ord(Escape)) or (VALID_FILE);
                                end;
                                textcolor(High_Light);
                                gotoxy(X,Y+2); write(FILENAME,EXT,' ');
end; {procedure GET_FILENAME}

```

```

procedure READ_DATA_FILE;
var
    I,J,K,L: integer;
    NEW_ATTR,
    CURR_ATTR: ATTR_PTR;
    NEW_EXTR,
    CURR_EXTR: EXTR_PTR;
    NEW_DCSN,
    CURR_DCSN: DCSN_PTR;
    NEW_VALU,
    CURR_VALU: VALU_PTR;
begin
    gotoxy(10,17);
    write('Now Reading: ',PATH,FILENAME,EXT);
    assign(INFILE,PATH+FILENAME+EXT);
    reset(INFILE);
    with MAIN_DATA do
        begin
            read( INFILE, I, CHOICE );
            QUESTION[0] := chr(I);
            readln( INFILE, QUESTION );
            readln( INFILE, NUM_DCSN, NUM_ATTR, NUM_VALU );
        end;
        if ( MAIN_DATA.NUM_DCSN > 0 ) then
            begin
                new(NEW_DCSN);
                MAIN_DATA.DCSN_LIST := NEW_DCSN;
            end;
        J := 0;
        while (J < MAIN_DATA.NUM_DCSN) and (NOT EOF(INFILE)) do
            begin
                readln(INFILE);
                CURR_DCSN := NEW_DCSN;
                CURR_DCSN^.DECISION := '';
                CURR_DCSN^.NEXT_DCSN := nil;
                CURR_DCSN^.VALU_LIST := nil;
                read( INFILE, I, CHOICE );
            end;
        end;
    end;
end;

```

```

CURR_DCSN^.DECISION[0] := chr(I);
readln( INFILE, CURR_DCSN^.DECISION );
if ( MAIN_DATA.NUM_VALU > 0 ) then
begin
    new(NEW_VALU);
    CURR_DCSN^.VALU_LIST := NEW_VALU;
end;
K := 0;
while ( K < MAIN_DATA.NUM_VALU ) and (NOT EOF(INFILE)) do
begin
    CURR_VALU := NEW_VALU;
    CURR_VALU^.VALUE := 0.0;
    CURR_VALU^.NEXT_VALU := nil;
    with CURR_VALU^ do
        if (K <= 4) then
            read( INFILE, VALUE )
        else
            begin
                K := 0;
                readln( INFILE, VALUE );
            end;
    new(NEW_VALU);
    CURR_VALU^.NEXT_VALU := NEW_VALU;
    K := K + 1;
end; {while K < NUM_VALU}
CURR_VALU^.NEXT_VALU := nil;
if ( MAIN_DATA.NUM_VALU > 0 ) then
begin
    dispose(NEW_VALU);
    if (K > 0) then
        readln(INFILE);
    end;
    new(NEW_DCSN);
    CURR_DCSN^.NEXT_DCSN := NEW_DCSN;
    J := J + 1;
end; {while J < NUM_DCSN}
CURR_DCSN^.NEXT_DCSN := nil;
if ( MAIN_DATA.NUM_DCSN > 0 ) then
    dispose(NEW_DCSN);
if ( MAIN_DATA.NUM_ATTR > 0 ) then
begin
    new(NEW_ATTR);
    MAIN_DATA.ATTR_LIST := NEW_ATTR;
end;
J := 0;
while (J < MAIN_DATA.NUM_ATTR ) and (NOT EOF(INFILE)) do
begin
    readln(INFILE);
    CURR_ATTR := NEW_ATTR;
    CURR_ATTR^.ATTRIBUTE := '';
    CURR_ATTR^.NEXT_ATTR := nil;
    CURR_ATTR^.NUM_EXTR := 0;

```

```

CURR_ATTR^.EXTR_LIST := nil;
read( INFILE, I, CHOICE );
CURR_ATTR^.ATTRIBUTE[0] := chr(I);
readln( INFILE, CURR_ATTR^.ATTRIBUTE, CURR_ATTR^.NUM_EXTR
);
if ( CURR_ATTR^.NUM_EXTR > 0 ) then
begin
    new(NEW_EXTR);
    CURR_ATTR^.EXTR_LIST := NEW_EXTR;
end;
K := 0;
while ( K < CURR_ATTR^.NUM_EXTR ) do
begin
    CURR_EXTR := NEW_EXTR;
    CURR_EXTR^.EXTREME := '';
    CURR_EXTR^.NEXT_EXTR := nil;
    CURR_EXTR^.VALU_LIST := nil;
    read( INFILE, I, CHOICE );
    CURR_EXTR^.EXTREME[0] := chr(I);
    readln( INFILE, CURR_EXTR^.EXTREME );
    if ( MAIN_DATA.NUM_VALU > 0 ) then
    begin
        new(NEW_VALU);
        CURR_EXTR^.VALU_LIST := NEW_VALU;
    end;
    L := 0;
    while ( L < MAIN_DATA.NUM_VALU ) and (NOT
EOF(INFILE)) do
begin
    CURR_VALU := NEW_VALU;
    CURR_VALU^.VALUE := 0.0;
    CURR_VALU^.NEXT_VALU := nil;
    with CURR_VALU^ do
    if (L <= 4) then
        read( INFILE, VALUE )
    else
    begin
        L := 0;
        readln( INFILE, VALUE );
    end;
    new(NEW_VALU);
    CURR_VALU^.NEXT_VALU := NEW_VALU;
    L := L + 1;
end; {while L < NUM_VALU}
CURR_VALU^.NEXT_VALU := nil;
if ( MAIN_DATA.NUM_VALU > 0 ) then
begin
    dispose(NEW_VALU);
    if (L > 0) then
        readln(INFILE);
    end;
    new(NEW_EXTR);

```

```

        CURR_EXTR^.NEXT_EXTR := NEW_EXTR;
        K := K + 1;
    end;    {while K < NUM_EXTR}
    CURR_EXTR^.NEXT_EXTR := nil;
    if ( CURR_ATTR^.NUM_EXTR > 0 ) then
        dispose(NEW_EXTR);
        J := J + 1;
        new(NEW_ATTR);
        CURR_ATTR^.NEXT_ATTR := NEW_ATTR;
    end;    {while J < NUM_ATTR}
    CURR_ATTR^.NEXT_ATTR := nil;
    if ( CURR_ATTR^.NUM_EXTR > 0 ) then
        dispose(NEW_ATTR);
    close(INFILE);
    TOP_ATTR := 1;    ATTR_ROW := 1;
    TOP_EXTR := 1;    EXTR_ROW := 1;
    TOP_DCSN := 1;    DCSN_ROW := 1;
    with MAIN_DATA do
        if (length(QUESTION) = 0) and (NUM_ATTR = 0) and (NUM_DCSN
= 0) then
            NO_DATA_FLAG := True
        else
            NO_DATA_FLAG := False;
        end;    (procedure READ_DATA_FILE)

begin
    Menu_Screen(1);
    textcolor(High_Light);
    gotoxy(1,25);    write('ESC');
    gotoxy(16,25);    write(chr(17),chr(196),chr(217));
    textcolor(Norm_Text);
    gotoxy(4,25);    write('-Main Menu');
    gotoxy(19,25);    write('-ReadFile!');
    DRAW_BORDER(3,5,78,19,ord(Shadow));
    X := INIT_XPOS;    Y := INIT_YPOS;
    gotoxy(X-11,Y);    write('DIRECTORY:');
    gotoxy(X-10,Y+2);    write('FILENAME:');
    textcolor(High_Light);
    gotoxy(X,Y);
    I := length(PATH);
    if (PATH[I] <> '\') then
        begin
            I := I + 1;
            PATH[0] := chr(I);
            PATH[I] := '\';
        end;
    write(PATH);
    gotoxy(X,Y+2);    write(FILENAME);
    gotoxy(X+8,Y+2);    write(EXT);
    gotoxy(X-7,Y+5);    write(MAIN_DATA.QUESTION);
    WHICH_KEY := ord(ErrorKey);
    repeat

```



```

    GET_FILENAME;
until (VALID_FILE) or (WHICH_KEY = ord(Escape));
if (WHICH_KEY <> ord(Escape)) and (VALID_FILE) then
    READ_DATA_FILE;
textcolor(Norm_Text);
end; {procedure RETRIEVE_DATA}

```

Procedure SAVE_DATA;

```

const
    INIT_XPOS = 22;    INIT_YPOS = 7;
var

```

```

    X,Y: integer;
    DONE,
    VALID_FILE,
    FILE_EXISTS,
    DO_NOTHING: boolean;
    OUTFILE: text;

```

```

procedure GET_FILENAME;
begin
    if (WHICH_KEY <> ord(Escape)) then
        begin
            repeat
                VALID_FILE := True;
                EXIT_KEY_PRESSED := False;

```

```

GET_INPUT_STRING(X,Y+2,8,FILENAME,WHICH_KEY,EXIT_KEY_PRESSED);
    if (WHICH_KEY = ord(EnterKey)) and (length(FILENAME)
> 0) then
        begin
            I := 2;
            if (FILENAME[1] in ['A'..'Z','a'..'z']) then
                while ( I <= length(FILENAME) ) and
(VVALID_FILE) do
                    if (FILENAME[I] in
['0'..'9','A'..'Z','a'..'z',
                    '_' , '0'..'9']) then
                        I := I + 1
                    else
                        VALID_FILE := False
                else
                    VALID_FILE := False;
            if (VALID_FILE) then
                begin
                    assign(OUTFILE,PATH+FILENAME+EXT);
                    (*$I-*)
                    reset(OUTFILE);
                    (*$I+*)
                    FILE_EXISTS := IOresult = 0;
                    if (FILE_EXISTS) then
                        begin

```

```

                                gotoxy(10,Y+10);
                                write('File    Already    Exists
Overwrite (Y/N)?');

                                repeat
                                    CHOICE := readkey;
                                    CHOICE := upcase(CHOICE);
                                until ( CHOICE in ['Y','N'] );
                                if ( CHOICE = 'N' ) then
                                    begin
                                        close(OUTFILE);
                                        VALID_FILE := False;
                                    end;
                                    gotoxy(10,Y+10);
                                    CLEAR_WINDOW(5,17,75,17);
                                end;
                                end
                                else
                                    begin
                                        gotoxy(10,Y+10);
                                        write('Illegal Filename. Try Again!');
                                        delay(2000);
                                        gotoxy(X,Y+10);
                                        CLEAR_WINDOW(5,17,75,17);
                                    end;
                                end
                                else
                                    VALID_FILE := False;
                                    until (WHICH_KEY = ord(Escape)) or (VALID_FILE);
                                end;
                                textcolor(High_Light);
                                gotoxy(X,Y+2); write(FILENAME,EXT, ' ');
                                end; {procedure GET_FILENAME}

                                procedure WRITE_DATA_TO_FILE;
                                var
                                    CURR_ATTR: ATTR_PTR;
                                    CURR_EXTR: EXTR_PTR;
                                    CURR_DCSN: DCSN_PTR;
                                    CURR_VALU: VALU_PTR;
                                begin
                                    DATA_SAVED := True;
                                    gotoxy(10,17);
                                    write('Now Saving: ',PATH,FILENAME,EXT);
                                    assign(OUTFILE,PATH+FILENAME+EXT);
                                    rewrite(OUTFILE);
                                    with MAIN_DATA do
                                        begin
                                            writeln( OUTFILE, length(QUESTION):1, ' ', QUESTION );
                                            writeln( OUTFILE, NUM_DCSN:1, ' ', NUM_ATTR:1, ' '
NUM_VALU:1 );
                                        end;
                                    CURR_DCSN := MAIN_DATA.DCSN_LIST;

```

```

while (CURR_DCSN <> nil ) do
  begin
    writeln(OUTFILE);
    with CURR_DCSN^ do
      writeln( OUTFILE, length(DECISION):1, ' ', DECISION );
      CURR_VALU := CURR_DCSN^.VALU_LIST;
      I := 0;
      while (CURR_VALU <> nil ) do
        begin
          I := I + 1;
          with CURR_VALU^ do
            if (I <= 4) then
              write( OUTFILE, ' ', VALUE:1:4 )
            else
              begin
                I := 0;
                writeln( OUTFILE, ' ', VALUE:1:4 );
              end;
          CURR_VALU := CURR_VALU^.NEXT_VALU;
        end;
      if (I > 0) then
        writeln(OUTFILE);
      CURR_DCSN := CURR_DCSN^.NEXT_DCSN;
    end;
  CURR_ATTR := MAIN_DATA.ATTR_LIST;
  while (CURR_ATTR <> nil ) do
    begin
      writeln(OUTFILE);
      with CURR_ATTR^ do
        writeln( OUTFILE, length(ATTRIBUTE):1, ' ', ATTRIBUTE,
          ' ', NUM_EXTR:1 );
      CURR_EXTR := CURR_ATTR^.EXTR_LIST;
      while (CURR_EXTR <> nil ) do
        begin
          with CURR_EXTR^ do
            writeln( OUTFILE, length(EXTREME):1, ' ',
EXTREME );

          CURR_VALU := CURR_EXTR^.VALU_LIST;
          I := 0;
          while (CURR_VALU <> nil ) do
            begin
              I := I + 1;
              with CURR_VALU^ do
                if (I <= 4) then
                  write( OUTFILE, ' ', VALUE:1:4 )
                else
                  begin
                    I := 0;
                    writeln( OUTFILE, ' ', VALUE:1:4 );
                  end;
              CURR_VALU := CURR_VALU^.NEXT_VALU;
            end;
          end;
        end;
      end;
    end;
  end;
end;

```

```

        CURR_EXTR := CURR_EXTR^.NEXT_EXTR;
    end;
    CURR_ATTR := CURR_ATTR^.NEXT_ATTR;
end;
close(OUTFILE);
end; {procedure WRITE_DATA_TO_FILE}

begin
    if (NOT NO_DATA_FLAG) then
        begin
            Menu_Screen(3);
            textcolor(High_Light);
            gotoxy(1,25);    write('ESC');
            gotoxy(16,25);   write(chr(17),chr(196),chr(217));
            textcolor(Norm_Text);
            gotoxy(4,25);    write('-Main Menu');
            gotoxy(19,25);   write('-SaveFile!');
            DRAW_BORDER(3,5,78,19,ord(Shadow));
            X := INIT_XPOS;   Y := INIT_YPOS;
            gotoxy(X-11,Y);   write('DIRECTORY:');
            gotoxy(X-10,Y+2); write('FILENAME:');
            gotoxy(5,Y+5);    write('QUESTION:');
            textcolor(High_Light);
            gotoxy(X,Y);
            I := length(PATH);
            if (PATH[I] <> '\') then
                begin
                    I := I + 1;
                    PATH[0] := chr(I);
                    PATH[I] := '\';
                end;
            write(PATH);
            gotoxy(X,Y+2);   write(FILENAME);
            gotoxy(X+8,Y+2); write(EXT);
            gotoxy(X-7,Y+5); write(MAIN_DATA.QUESTION);
            WHICH_KEY := ord(ErrorKey);
            repeat
                GET_FILENAME;
            until (VALID_FILE) or (WHICH_KEY = ord(Escape));
            if (WHICH_KEY <> ord(Escape)) and (VALID_FILE) then
                WRITE_DATA_TO_FILE;
            textcolor(Norm_Text);
        end
    else
        (no data to save!)
        begin
            DRAW_BORDER(24,19-6,60,22-6,ord(Shadow));
            sound(500); delay(50); nosound;
            textcolor(High_Light);
            gotoxy(31,20-6); write('No data entered yet!');
            textcolor(Norm_Text);
            delay(2000);
            clrscr;
        end
    end
end

```

```

        end;
    end; {procedure SAVE_DATA}

procedure Calc_Rules;
begin
    Menu_Screen(2);
    Gotoxy(1,25);TextColor(High_Light);Write('ESC');
    TextColor(Norm_Text);Write('Main Menu');
    window(2,3,79,23);
    if (No_data_Flag) then
        begin
            (gotoxy(25,09);write('Error, No data on file!'))
            DRAW_BORDER(24,19-6,60,22-6,ord(Shadow));
            sound(500); delay(50); nosound;
            textcolor(High_Light);
            gotoxy(31,20-6); write('No data entered yet!');
            textcolor(Norm_Text);
            delay(2000);
            clrscr;
        end
    else
        Calc(Main_Data);
end;{Calc_Rules Procedure}

procedure View_Rules;
begin
    Menu_Screen(4);
    Gotoxy(1,25);TextColor(High_Light);Write('ESC');
    TextColor(Norm_Text);Write('Main Menu');
    window(2,3,79,23);

    repeat
        clrscr;
        gotoxy(25,09);Write('Press "C" to view certain rules');
        gotoxy(25,10);Write('or "P" to view possible rules');
        ch := upcase(readkey);
        case ch of
            'C' : view(certain);
            'P' : view(possible);
        end;
    until ch = esc_key;
end;{View_Rules Procedure}

Procedure CLEAR_SYSTEM_PARAMETERS;
var
    CURR_DCSN: DCSN_PTR;
    CURR_ATTR: ATTR_PTR;
    CURR_EXTR: EXTR_PTR;
    procedure CLEAR_VALU(var PREV_VALU: VALU_PTR);

```

```

var CURR_VALU: VALU_PTR;
begin
    CURR_VALU := PREV_VALU;
    if (CURR_VALU^.NEXT_VALU <> nil) then
        CLEAR_VALU(CURR_VALU^.NEXT_VALU);
    dispose(PREV_VALU);
end;
procedure CLEAR_EXTR(var PREV_EXTR: EXTR_PTR);
var CURR_EXTR: EXTR_PTR;
begin
    CURR_EXTR := PREV_EXTR;
    if (CURR_EXTR^.NEXT_EXTR <> nil) then
        CLEAR_EXTR(CURR_EXTR^.NEXT_EXTR);
    if (MAIN_DATA.NUM_VALU > 0) then
        CLEAR_VALU(CURR_EXTR^.VALU_LIST);
    dispose(PREV_EXTR);
end;
procedure CLEAR_DCSN(var PREV_DCSN: DCSN_PTR);
var CURR_DCSN: DCSN_PTR;
begin
    CURR_DCSN := PREV_DCSN;
    if (CURR_DCSN^.NEXT_DCSN <> nil) then
        CLEAR_DCSN(CURR_DCSN^.NEXT_DCSN);
    if (MAIN_DATA.NUM_VALU > 0) then
        CLEAR_VALU(CURR_DCSN^.VALU_LIST);
    dispose(PREV_DCSN);
end;
procedure CLEAR_ATTR(var PREV_ATTR: ATTR_PTR);
var CURR_ATTR: ATTR_PTR;
begin
    CURR_ATTR := PREV_ATTR;
    if (CURR_ATTR^.NEXT_ATTR <> nil) then
        CLEAR_ATTR(CURR_ATTR^.NEXT_ATTR);
    if (PREV_ATTR^.NUM_EXTR > 0) then
        CLEAR_EXTR(CURR_ATTR^.EXTR_LIST);
    dispose(PREV_ATTR);
end;

begin
    DRAW_BORDER(10,12,70,17,ord(Shadow));
    sound(500);    delay(50);    nosound;
    textcolor(High_Light);
    gotoxy(15,14);    write('Are you sure you want to clear all data
(Y/N): ');
    textcolor(Norm_Text);
    repeat
        CHOICE := readkey;
        CHOICE := upcase(CHOICE);
    until (CHOICE in ['Y','N']);
    if (CHOICE = 'Y') then
        write('Yes')
    else

```

```

        write('No');
        delay(75);
        if (CHOICE = 'Y' ) then
            begin
                {dispose off all pointers &}
                {free the memory for re-use }
                if (MAIN_DATA.NUM_DCSN > 0) then
                    CLEAR_DCSN(MAIN_DATA.DCSN_LIST);
                if (MAIN_DATA.NUM_ATTR > 0) then
                    CLEAR_ATTR(MAIN_DATA.ATTR_LIST);
                NO_DATA_FLAG := True; DATA_SAVED := False;
                FILENAME := DEF_FILENAME;
                MAIN_DATA.QUESTION := '';
                MAIN_DATA.NUM_ATTR := 0;
                MAIN_DATA.ATTR_LIST := nil;
                MAIN_DATA.NUM_DCSN := 0;
                MAIN_DATA.DCSN_LIST := nil;
                MAIN_DATA.NUM_VALU := 0;
                TOP_ATTR := 1; ATTR_ROW := 1;
                TOP_EXTR := 1; EXTR_ROW := 1;
                TOP_DCSN := 1; DCSN_ROW := 1;
            end;
        end; {procedure CLEAR_SYSTEM_PARAMETERS}

```

```

procedure Help;
begin
    Menu_Screen(5);
    GotoXY(26,12);
    Writeln('No help currently available!');
    Repeat until readkey = ESC_KEY;
end;{Help Procedure}

```

```

{ **** }
{ **** }
{ ***                                     *** }
{ ***                                MAIN PROGRAM                                *** }
{ ***                                     *** }
{ **** }
{ **** }

```

```

Begin
    LOGO_DISPLAY;
    NO_DATA_FLAG := True;
    DATA_SAVED := False;
    FILENAME := DEF_FILENAME;
    EXT := DEF_EXT;
    getdir(0,PATH);
    MAIN_DATA.QUESTION := '';
    MAIN_DATA.NUM_ATTR := 0;
    MAIN_DATA.ATTR_LIST := nil;
    MAIN_DATA.NUM_DCSN := 0;

```

```

MAIN_DATA.DCSN_LIST := nil;
MAIN_DATA.NUM_VALU := 0;
TOP_ATTR := 1;    ATTR_ROW := 1;
TOP_EXTR := 1;    EXTR_ROW := 1;
TOP_DCSN := 1;    DCSN_ROW := 1;
Norm_Text := LightGray;
Norm_BackGround := Black;
High_Light := White;
Row := 0;
repeat
    QUIT := False;
    Row := Menu_Choice(Row);
    case Row of
        0 : INPUT_SYSTEM_DATA;
        1 : Retrieve_data;
        2 : Calc_Rules;
        3 : SAVE_DATA;
        4 : View_rules;
        5 : Help;
        6 : QUIT := True;
    end;
    if (QUIT) then
        if (NOT DATA_SAVED) and (NOT NO_DATA_FLAG) then
            begin
                gotoxy(12,20);
                write('Data NOT saved! Do you want to save your data:
(Y/N): ');
                repeat
                    CHOICE := readkey;
                    CHOICE := upcase(CHOICE);
                until ( CHOICE = 'Y' ) or ( CHOICE = 'N' );
                if ( CHOICE = 'Y' ) then
                    SAVE_DATA
                else
                    DATA_SAVED := True;
                end
            end
            else { data saved or main_data = '' }
                DATA_SAVED := True;
        until (QUIT) and (DATA_SAVED);
        clrscr;
    End.

```



```

unit DM_Calc;

(*****
***
***  DM_Calc is a Turbo Pascal unit. It calculates all possible
***  combinations of fuzzy sets and generates rules and fuzzy
***  values. It was written by Kevin B. Walker.
***
*****)

interface

uses crt, IO_PROC;

procedure Calc(var Main_Data : Question_Rec);

implementation

procedure Calc(var Main_Data: Question_Rec);

const
    certain = True;
    possible = False;

var
    p : attr_ptr;
    i : integer;
    Actv_Dcsn : Dcsn_Ptr;
    Temp_Attr : Attr_Ptr;
    memP : pointer;
    C_file : text;
    P_file : text;
    I_Alpha, J_Alpha : real;

    procedure Enter_Values;

    var
        val : real;
        i,j,k,n : integer;
        Attr : Attr_ptr;
        Extr : Extr_Ptr;
        Dcsn : Dcsn_Ptr;
        Valu : Valu_Ptr;

    begin
        ClrScr;
        Write('Enter Number of data sets >');
        Readln(Main_data.Num_valu);
        For i := 1 to Main_data.Num_Valu do
            begin
                ClrScr;
                Writeln('Data set #',i);
            end
        end
    end Enter_Values;

end Calc;

```

```

Attr := Main_data.Attr_List;
Dcsn := Main_data.Dcsn_List;
for j := 1 to Main_data.Num_Attr do
begin
  Extr := Attr^.Extr_List;
  for k := 1 to Attr^.Num_Extr do
  begin
    New(Valu);
    Write('How ', Extr^.Extreme, ' is ', Attr^.Attribute, '?
>');
    Readln(Valu^.Value);
    Valu^.Next_Valu := Extr^.Valu_List;
    Extr^.Valu_List := Valu;
    Extr := Extr^.Next_Extr;
  end; (for k)
  Attr := Attr^.Next_Attr;
end; (for j)
for n := 1 to Main_data.Num_Dcsn do
begin
  New(Valu);
  Write('How much do you believe ', Dcsn^.Decision, '? >');
  Readln(Valu^.Value);
  Valu^.Next_Valu := Dcsn^.Valu_List;
  Dcsn^.Valu_List := Valu;
  Dcsn := Dcsn^.Next_Dcsn;
end; (for n)
end; (for i)
clrscr;
end; (Enter Values)

```

```

(*****)
function Max(x,y:real):real;
begin
  if x > y then Max := x
  else Max := y
end; ( Max *****)

(*****)
function Min(x,y:real):real;
begin
  if x < y then Min := x
  else Min := y
end; ( Min *****)

(*****)
function Calc_I(Extr_Val:Valu_Ptr;
                Dcsn_Val:Valu_Ptr)
:real;

var

```

```

    temp_max, temp_min : real;
    i : integer;

begin
    temp_max := -100.0;
    temp_min := 100.0;
    for i := 1 to Main_Data.Num_valu do
        begin
            temp_max := Max(1-Extr_Val^.value, Dcsn_Val^.value);
            temp_min := Min(temp_max,temp_min);
            Extr_Val := Extr_Val^.Next_Valu;
            Dcsn_Val := Dcsn_Val^.Next_Valu;
        end;{for i}
        Calc_I := temp_min;
    end;{ Calc I*****}

    {*****}
    function Calc_J(Extr_Val:Valu_Ptr;
                    Dcsn_Val:Valu_Ptr)
                    :real;

    var
        temp_max, temp_min : real;
        i : integer;

    begin
        temp_max := -100.0;
        temp_min := 100.0;
        for i := 1 to Main_Data.Num_valu do
            begin
                temp_min := Min(Extr_Val^.value, Dcsn_Val^.value);
                temp_max := Max(temp_max,temp_min);
                Extr_Val := Extr_Val^.Next_Valu;
                Dcsn_Val := Dcsn_Val^.Next_Valu;
            end;{for i}
            Calc_J := temp_max;
        end; {Calc J *****}

        {*****}
        function Calc_Intersect(A_Attr:Attr_Ptr;
                                B_Attr:Attr_Ptr)
                                :Attr_Ptr;

    var
        temp_min : real;
        i : integer;
        AnB : Attr_Ptr;
        AB_val, A_val, B_val : Valu_Ptr;

        {*****}
        procedure trash(Attr:Attr_Ptr);
        {Moves down the linked list of data values disposing the memory
         allocated for each one and then disposes the attribute and
         extreme memory as well}

```

```

var
  i :integer;
  Temp_Valu : Valu_Ptr;

begin {trash}
  if Attr^.Actv_Extr^.Extreme = 'temp' then
  begin
    for i := 1 to Main_Data.Num_Valu do
    begin
      Temp_Valu := Attr^.Actv_Extr^.Valu_List;
      Attr^.Actv_Extr^.Valu_List := Temp_Valu^.Next_Valu;
      dispose(Temp_Valu);
    end;
    dispose(Attr);
  end
  else
    Writeln('Tried to trash good data!');
  end; { Trash *****}

  begin
    if A_Attr^.Actv_Extr^.Extreme = 'none' then
      Calc_Intersect := B_Attr { A label of 'none'
indicates)
    else {that extreme is not
selected)
      if B_Attr^.Actv_Extr^.Extreme = 'none' then {and no
intersection)
        Calc_Intersect := A_Attr {is
calculated)
      else
      begin
        temp_min := 100.0;
        new(AnB);
        AnB^.Actv_Extr^.Extreme := 'temp'; {Named temp so we can
dispose)
        new(AnB^.Actv_Extr^.Valu_List); {of it
later)

        A_val := A_Attr^.Actv_Extr^.Valu_List; {Assign extreme values
from)
        B_val := B_Attr^.Actv_Extr^.Valu_List; {associated
attributes)
        AB_val := AnB^.Actv_Extr^.Valu_List;

        for i := 1 to Main_Data.Num_valu do
        begin
          AB_val^.Value := Min(A_Val^.value, B_Val^.value);
          A_Val := A_Val^.Next_Valu; {Move down the linked
list)
          B_Val := B_Val^.Next_Valu; {computing the min of
each)
          New(AB_val^.Next_Valu); {fuzzy set and placing

```

```

the)
    AB_val := AB_val^.Next_Valu;           {result in the var
AnB}
    end; {for i}
    AB_val^.Next_Valu := NIL;
    Calc_Intersect := AnB;                 {Assign a return
value}
    end; {else}
    if A_Attr^.Actv_Extr^.Extreme = 'temp' then {Release memory
containg two}
        Trash(A_Attr);                     {intersected
sets}
    if B_Attr^.Actv_Extr^.Extreme = 'temp' then
        Trash(B_Attr);
    end; { Calc_Intersect *****}

{*****}
function Recalc (Attr:Attr_Ptr) : Attr_Ptr;

{Calls
    Calc_Intersect
}
begin {function recalc}
    if Attr^.Next_Attr <> NIL then
        Recalc := Calc_Intersect(Attr, Attr^.Next_Attr)
    else
        Recalc := Attr;
    end; { Recalc *****}

{*****}
procedure process;

{Calls
    Recalc}
var
    One_or_More,MoreThanOne : boolean;
    Fst_Ltr : string;
    i : integer;
    I_Value, J_Value : real;
    Test_Attr, Attr, Calc_Attr : Attr_Ptr;
    Calc_Extr_Valu : Valu_Ptr;
    OutBuf, I_Val_Str, J_Val_Str : string ;

begin {Process}
    Test_Attr := Main_Data.Attr_List;
    One_or_More := False;

    while Test_Attr^.Next_Attr <> NIL do
        begin
            if Test_Attr^.Actv_Extr^.Extreme = 'none' then
                {nothing}

```

```

else
    One_or_More := True;
    Test_Attr := Test_Attr^.Next_Attr;
end;{while}
if One_or_More then
begin
    OutBuf := '';
    Calc_Attr := Recalc(Main_Data.Attr_List);
    Calc_Extr_Valu := Calc_Attr^.Actv_Extr^.Valu_List;
    I_Value := Calc_I(Calc_Extr_Valu,Actv_Dcsn^.Valu_List);
    J_Value := Calc_J(Calc_Extr_Valu,Actv_Dcsn^.Valu_List);
    str(I_value:1:2, I_Val_Str);
    str(J_value:1:2, J_Val_Str);
    One_or_More := False;
    MoreThanOne := False;
    Attr := Main_Data.Attr_List;
    for i := 1 to Main_Data.Num_Attr do
    begin
        if Attr^.Actv_Extr^.Extreme <> 'none' then
        begin
            if One_or_More then
            begin
                MoreThanOne := True;
                OutBuf := OutBuf + 'and ';
                OutBuf := OutBuf + Attr^.Actv_Extr^.Extreme + ' ';
            end
            else
            begin
                One_or_More := True;
                Fst_Ltr := copy(Attr^.Actv_Extr^.Extreme,1,1);
                OutBuf := OutBuf + upcase(Fst_ltr[1]);
                OutBuf := OutBuf +
copy(Attr^.Actv_Extr^.Extreme,2,14) + ' ';
                end;{else} { above allows capitalization }
            end;
            Attr := Attr^.Next_Attr;
        end;{for i}
        if One_or_More then
        begin
            if MoreThanOne then
                OutBuf := OutBuf + 'suggest '
            else
                OutBuf := OutBuf + 'suggests ';
            OutBuf := OutBuf + Actv_Dcsn^.Decision;
            OutBuf := OutBuf + ' with belief level ';
            if I_Value >= I_Alpha then
                Writeln(C_file,OutBuf,I_Val_Str);
            if J_Value >= J_Alpha then
                Writeln(P_file,OutBuf,J_Val_Str);
            end;{second if one or more}
        end;{first if one or more}
    end;{ Process *****}

```

```

(*****)
procedure Visit(Attr :Attr_Ptr);
var
    Last_Ext : Ext_Ptr;

begin
    if (Attr^.Next_Attr <> NIL) then                (if more
attributes)
        begin
            visit(Attr^.Next_Attr);                (go to the next
Attribute)
        end;
        if (Attr^.Actv_Ext^.Next_Ext <> NIL) then    (if more
extremes)
            begin
                Last_Ext := Attr^.Actv_Ext;          (set last var for
return)
                Attr^.Actv_Ext := Attr^.Actv_Ext^.Next_Ext;
                visit(Attr);                          (go to the next extreme, same
attribute)
                Attr^.Actv_Ext := Last_Ext;
            end;
            if (Attr^.Next_Attr = NIL ) then
                process;                             (only process when at last
attribute)
            end; { Visit *****}

begin { Calc }
    Assign(C_file, 'C_RULES.TXT');
    Assign(P_file, 'P_RULES.TXT');
    rewrite(C_file);
    rewrite(P_file);

    Enter_Values;                                     { diagnostic procedure}
    gotoxy(20,09);Write('Enter a lower limit for "Certain" rules');
    gotoxy(25,10);Write('>');Readln(I_Alpha);
    clrscr;
    gotoxy(20,09);Write('Enter a lower limit for "Possible" rules');
    gotoxy(25,10);Write('>');Readln(J_Alpha);
    clrscr;
    mark(memP);
    Temp_Attr := Main_Data.Attr_List;
    for i := 1 to Main_Data.Num_Attr do    (sets each Attribute's
Actv_Ext)
        begin                                {
            'none'}                          to a default named

            new(Temp_Attr^.Actv_Ext);
            Temp_Attr^.Actv_Ext^.Extreme := 'none';
            Temp_Attr^.Actv_Ext^.Next_Ext := Temp_Attr^.Ext_List;

```

```

        Temp_Attr := Temp_Attr^.Next_Attr;
    end;
    Actv_Dcsn := Main_Data.Dcsn_List;
    for i := 1 to Main_Data.Num_Dcsn do    {Calls visit once for each
Decision}
        begin
            visit(Main_Data.Attr_List);          { visit goes through
all }
            Actv_Dcsn := Actv_Dcsn^.Next_Dcsn;    {combinations of
extremes}
            writeln(P_file);
            writeln(C_file);
        end;
        release(memP);
        close(C_file);
        close(P_file);
    end;{calc}

begin

end.{DM_Calc}

```



```

unit DM_View;

(*****
***
***   DM_View is a Turbo Pascal Unit. It allows a user to view   ***
***   rules generated by the DM_Calc unit. It was written by     ***
***   Kevin Walker.                                             ***
***                                                                 ***
*****)

interface

uses crt, IO_PROC;

type
    RuleType = (Certain , Possible);

procedure view(Rule : Ruletype);

implementation
procedure view(Rule : Ruletype);

const
    Screensize = 21;
    ScreenWidth = 78;
    Space_Key = ' ';

var
    Infile : text;
    buff   : string;
    i, lines : integer;
    quit : boolean;
    FileExists : boolean;

begin
    clrscr;
    if rule = certain then
        assign(infile, 'c_rules.txt')
    else
        assign(infile, 'p_rules.txt');

    {$I-}
    reset(infile);
    {$I+}
    FileExists := (IOResult = 0);

    if (FileExists) then
        begin
            quit := false;
            lines := 1;
            repeat
                if (not EOF(infile)) then

```

```

    if (lines < screensize) then
    begin
        readln(infile, buff);
        writeln(buff);

        lines := lines + 1 + (length(buff) div 80);
    end
    else
    begin
        writeln('<<Press space to continue>>');
        repeat until readkey = space_key;
        lines := 1;
        gotoxy(1, screensize-1);
        for i := 1 to ScreenWidth do write(' ');
    end
    else
    begin
        writeln('<<Press Escape to exit>>');
        repeat until readkey = esc_key;
        quit := true;
    end;
    until quit;
    close(infile);
end
else
begin
    gotoxy(25, 09); write('Error, File not found. ');
    gotoxy(25, 10); Write('Press Enter to continue');
    Readln;
end

end; (procedure view)

begin

end.

```

Unit IO_PROC;

```
(*****
***
*** IO_PROC is a Turbo Pascal unit. It takes input from the user ***
*** and builds the data structure. It was written by Danny      ***
*** Picazo. A newer version of this file exists.                ***
***                                                              ***
*****)
```

Interface

Uses

CRT,GRAPH;

Const

```
{Color Constants}
{=====}
Norm_Text = LightGray;
High_Light = White;
Norm_BackGround = Black;
```

```
{Keyboard Return Code Constants}
{=====}
```

```
NULL = #0;
ESC_KEY = #27;    CR = #13;
INS_KEY = #82;    DEL_KEY = #83;    BACKSPC = #8;
TAB_KEY = #9;     SHFT_TAB = #15;
UP_ARROW = #72;   DN_ARROW = #80;    LF_ARROW = #75;    RT_ARROW =
#77;
HOME_KEY = #71;   END_KEY = #79;     PGUP_KEY = #73;    PGDN_KEY =
#81;
F1_KEY = #59;     F2_KEY = #60;     F3_KEY = #61;     F4_KEY =
#62;
ALT_Q = #16;      ALT_D = #32;      ALT_A = #30;      ALT_S =
#31;
```

```
{Border ASCII Char Codes}
{=====}
LT = 201;    RT = 187;    HORIZ = 205;
LB = 200;    RB = 188;    VERT = 186;
SHADOW_CHAR = 176;
```

Type

MESSAGES = array[0..6] of string;

```
ATTR_PTR = ^ATTRIBUTE_REC;
EXTR_PTR = ^EXTREME_REC;
DCSN_PTR = ^DECISION_REC;
VALU_PTR = ^VALUE_REC;
```

EXTREME_REC = record

```

        EXTREME: string;
        NEXT_EXTR: EXTR_PTR;
        VALU_LIST: VALU_PTR;
        end;

VALUE_REC = record
    VALUE: REAL;
    NEXT_VALU: VALU_PTR;
    end;

ATTRIBUTE_REC = record
    ATTRIBUTE: string;
    NEXT_ATTR: ATTR_PTR;
    NUM_EXTR: integer;
    EXTR_LIST: EXTR_PTR;
    Actv_Extr: Extr_Ptr;
    end;

DECISION_REC = record
    DECISION: string;
    NEXT_DCSN: DCSN_PTR;
    VALU_LIST: VALU_PTR;
    end;

QUESTION_REC = record
    QUESTION: string;
    NUM_ATTR: integer;
    ATTR_LIST: ATTR_PTR;
    NUM_DCSN: integer;
    NUM_VALU: integer;
    DCSN_LIST: DCSN_PTR;
    end;

SHADOW_CHOICE = ( Shadow, NoShadow );

KEY_TYPE = ( AlphaNum, BackSpace, TabKey, ShftTab, HomeKey,
EndKey, UpKey,
                DnKey, LfKey, RtKey, Escape, F1Key, F2Key, F3Key,
F4Key,
                EnterKey, ErrorKey, AltS, AltD, AltA, AltQ,
PgUpKey, PgDnKey,
                InsKey, DelKey, EraseKey );

Function WHICH_KEY_PRESSED( var CHOICE: char ): integer;

Procedure CLEAR_WINDOW( X1, Y1, X2, Y2: integer );

Procedure DRAW_BORDER( X1, Y1, X2, Y2, SHADOW_FLAG: integer );

Procedure LOGO_DISPLAY;

```

```

Procedure Menu_Screen( Item: integer );

Function Menu_Choice( Prev_Row : integer ): integer;

Procedure GET_INPUT_STRING( X_INIT, Y_INIT, MAX_FIELD_LENGTH:
integer;
                           var INPUT_STRING: string;
                           var WHICH_KEY: integer;
                           var EXIT_KEY_PRESSED: boolean );

```

Implementation

```

Function WHICH_KEY_PRESSED;
  var TEMP: KEY_TYPE;

begin
  TEMP := ErrorKey;
  CHOICE := readkey;
  case (CHOICE) of
    ' '..'~': TEMP := AlphaNum;
    CR: TEMP := EnterKey;
    BACKSPC: TEMP := BackSpace;
    TAB_KEY: TEMP := TabKey;
    ESC_KEY: TEMP := Escape;
    else begin
      if ( CHOICE = NULL ) then
        begin
          CHOICE := readkey;
          case (CHOICE) of
            ALT_Q: TEMP := AltQ;
            ALT_D: TEMP := AltD;
            ALT_S: TEMP := AltS;
            ALT_A: TEMP := AltA;
            F1_KEY: TEMP := F1Key;
            F2_KEY: TEMP := F2Key;
            F3_KEY: TEMP := F3Key;
            F4_KEY: TEMP := F4Key;
            UP_ARROW: TEMP := UpKey;
            DN_ARROW: TEMP := DnKey;
            LF_ARROW: TEMP := LfKey;
            RT_ARROW: TEMP := RtKey;
            PGUP_KEY: TEMP := PgUpKey;
            PGDN_KEY: TEMP := PgDnKey;
            HOME_KEY: TEMP := HomeKey;
            END_KEY: TEMP := EndKey;
            SHFT_TAB: TEMP := ShiftTab;
            INS_KEY: TEMP := InsKey;
            DEL_KEY: TEMP := DelKey;
            else TEMP := ErrorKey;
          end; {case special CHOICE}
        end;
      end;
    end;
  end;

```

```

end;    (if NULL )
end;    (case-else)
end;    (case CHOICE)
WHICH_KEY_PRESSED := ord(TEMP);
end;    (function WHICH_KEY_PRESSED)

```

```

Procedure CLEAR_WINDOW;
begin
  window(X1,Y1,X2,Y2);
  clrscr;
  window(1,1,80,25);
end;    (procedure CLEAR_WINDOW)

```

```

Procedure DRAW_BORDER;
var
  I, SHDW_OFFSET: integer;

begin
  CLEAR_WINDOW(X1,Y1,X2,Y2);
  SHDW_OFFSET := 0;
  if ( SHADOW_FLAG = ord(Shadow) ) then
    SHDW_OFFSET := 1;
  textcolor(Norm_Text);
  gotoxy(X1,Y1); write( chr(LT) );
  gotoxy(X2-SHDW_OFFSET,Y1); write( chr(RT) );
  gotoxy(X1,Y2-SHDW_OFFSET); write( chr(LB) );
  gotoxy(X2-SHDW_OFFSET,Y2-SHDW_OFFSET); write( chr(RB) );
  for I := (X1+1) to (X2-1-SHDW_OFFSET) do
    begin
      gotoxy(I,Y1); write( chr(HORIZ) );
      gotoxy(I,Y2-SHDW_OFFSET); write( chr(HORIZ) );
    end;
  for I := (Y1+1) to (Y2-1-SHDW_OFFSET) do
    begin
      gotoxy(X1,I); write( chr(VERT) );
      gotoxy(X2-SHDW_OFFSET,I); write( chr(VERT) );
    end;
  if ( SHADOW_FLAG = ord(Shadow) ) then
    begin
      for I := Y1+1 to Y2 do
        begin
          gotoxy(X2,I); write( chr(SHADOW_CHAR) );
        end;
      for I := X1+1 to X2 do
        begin
          gotoxy(I,Y2); write( chr(SHADOW_CHAR) );
        end;
    end;
end;
end;    (procedure DRAW_BORDER)

```

```

Procedure GET_INPUT_STRING;

```

```

var
    I,
    X, Y, XPOS,
    STR_LENGTH: integer;
    CHOICE: char;
    INSERT_CHAR: boolean;
begin
    textcolor(Norm_Text);
    gotoxy(60,22); write( 'MODE:' );
    textbackground(LightGray); textcolor(Black); write(
'Replace' );
    textbackground(Black); textcolor(LightGray);
    X := X_INIT; Y := Y_INIT;
    textbackground(LightGray);
    textcolor(Black);
    gotoxy(X,Y);
    STR_LENGTH := length(INPUT_STRING);
    if ( STR_LENGTH > 0 ) then
        begin
            write( INPUT_STRING );
            for I := 1 to (MAX_FIELD_LENGTH - STR_LENGTH) do
                write(' ');
            end
        else
            for I := 1 to MAX_FIELD_LENGTH do
                write(' ');
            X := X_INIT + STR_LENGTH;
            INSERT_CHAR := False;
            repeat
                gotoxy(X,Y);
                WHICH_KEY := WHICH_KEY_PRESSED(CHOICE);
                case ( WHICH_KEY ) of
                    ord(AlphaNum): begin
                        X := X + 1;
                        XPOS := X - X_INIT;
                        if ( XPOS > MAX_FIELD_LENGTH ) or
                            ( (STR_LENGTH >= MAX_FIELD_LENGTH)
and
                                (INSERT_CHAR) ) then
                            begin
                                X := X - 1; sound(100); delay(50);
                                end
                            else
                                if ( INSERT_CHAR ) then
                                    begin
                                        for I := STR_LENGTH downto XPOS
do
                                            INPUT_STRING[I+1] :=
INPUT_STRING[I];
                                            INPUT_STRING[XPOS] := CHOICE;
                                            STR_LENGTH := STR_LENGTH + 1;

```

```

                                INPUT_STRING[0] :=
chr(STR_LENGTH);
                                gotoxy(X_INIT,Y_INIT);
                                write(INPUT_STRING);
                                end
                                else
                                begin
                                    write(CHOICE);
                                    if ( XPOS >= STR_LENGTH ) then
                                        STR_LENGTH := STR_LENGTH + 1;
                                        INPUT_STRING[XPOS] := CHOICE;
                                    end;
                                end; {Alphanum}
ord(HomeKey): X := X_INIT;
ord(EndKey): X := X_INIT + STR_LENGTH;
ord(LfKey): begin
    X := X - 1;
    if ( X < X_INIT ) then
        begin
            X := X + 1;  sound(100);  delay(50);
        end;
    end; {LfKey}
ord(RtKey): begin
    X := X + 1;
    if ( X > (X_INIT + STR_LENGTH) ) then
        begin
            X := X - 1;  sound(100);  delay(50);
        end;
    end; {RtKey}
ord(InsKey): begin
    if ( INSERT_CHAR ) then
        begin
            INSERT_CHAR := False;
            gotoxy(65,22);  write('Replace');
        end
    else
        begin
            INSERT_CHAR := True;
            gotoxy(65,22);  write('Insert ');
        end;
    end; {InsKey}
ord(DelKey): begin
    XPOS := (X - X_INIT) + 1;
    if (STR_LENGTH > 0) and (XPOS <=
STR_LENGTH) then
        begin
            delete(INPUT_STRING,XPOS,1);
            STR_LENGTH := STR_LENGTH - 1;
            INPUT_STRING[0] := chr(STR_LENGTH);
            gotoxy(X_INIT,Y_INIT);

```



```

        write(INPUT_STRING, ' ');
    end
    else if (STR_LENGTH = 0) then
    begin
        WHICH_KEY := ord(EraseKey);
        EXIT_KEY_PRESSED := True;
    end;
    end;    (DelKey)
ord(BackSpace): begin
    XPOS := X - X_INIT;
    if (STR_LENGTH >= 1) and (XPOS > 0) then
    begin
        delete(INPUT_STRING, XPOS, 1);
        STR_LENGTH := STR_LENGTH - 1;
        INPUT_STRING[0] := chr(STR_LENGTH);
        gotoxy(X_INIT, Y_INIT);
        write(INPUT_STRING, ' ');
        X := X - 1;
    end
    else if (STR_LENGTH = 0) then
    begin
        WHICH_KEY := ord(EraseKey);
        EXIT_KEY_PRESSED := True;
    end;
    end;    (BackSpace)
    else EXIT_KEY_PRESSED := True (do nothing);
    end;    (case WHICH_KEY)
until ( EXIT_KEY_PRESSED );
INPUT_STRING[0] := chr(STR_LENGTH);
X := X_INIT;    Y := Y_INIT;
textbackground(Black);
textcolor(LightGray);
gotoxy(X, Y);
write( INPUT_STRING );
for I := 1 to (MAX_FIELD_LENGTH - length(INPUT_STRING)) do
    write(' ');
end;    {procedure GET_INPUT_STRING}

```

```

procedure Menu_Screen(Item:integer);
const
    Titles : messages = ('Input New Data', 'Retrieve Existing Data',
        'Calculate Rules', 'Save Data and Rules', 'View Rules',
        'Help', 'Main Menu');
begin
    textbackground(Norm_BackGround);
    textcolor(Norm_Text);
    ClrScr;
    Draw_Border(1, 2, 80, 24, ord(NoShadow));
    GotoXY(1, 1);
    Write('Decision Maker: '); TextColor(White);
Write(Titles[Item]);

```

```

        TextColor(Norm_Text);
        Gotoxy(64,1);Write('KanDev 1992, v1.0');
end;{Menu_Screen}

Function Menu_Choice(Prev_Row : integer): integer;
type
    messages = array[0..6] of string;
const
    Start_Col = 27;
    Start_Row = 10;
    Bottom_Row = 16;
    Menu_Item : Messages = ('Input New Data','Retrieve Existing
Data',
    'Calculate Rules','Save Data and Rules','View Rules',
    'Help','Exit Program');
var
    ch : char;
    I,Scrn_Col, Scrn_Row : integer;
begin {function Menu_choice}
    Menu_Screen(6);
    GotoXY(Start_Col-2,Start_Row-3);
    Write('Use ',chr(24),' and ',chr(25),' to select a menu item');
    GotoXY(Start_Col-2,Start_Row-2);
    Write('then press Enter to execute. ');

    Draw_Border(Start_Col-2,Start_Row-1,Start_Col+31,Bottom_Row+2,ord(Sha
ow));
    for I := 0 to 6 do
        begin
            GotoXY(start_col,Start_Row+I);
            Writeln(Menu_item[I]);
        end;
    Scrn_Col := start_col;
    Scrn_Row := Start_Row + Prev_Row;
    gotoxy(Scrn_Col, Scrn_Row);
    TextBackground(Norm_Text);
    TextColor(Norm_BackGround);
    Writeln(Menu_item[Prev_Row]);
    repeat
        GotoXY (Scrn_Col,Scrn_Row);
        textbackground(Norm_BackGround);
        textcolor(Norm_Text);
        ch := readkey;
        if ch = Null then
            begin
                ch := readkey;
                Write(menu_item[Scrn_Row - Start_Row]);
                case ch of
                    Up_Arrow : if ( Scrn_Row = Start_Row ) then
                        Scrn_Row := bottom_row
                    else

```

```

                Scrn_Row := Scrn_Row - 1;
Dn_Arrow : if ( Scrn_Row = bottom_row ) then
                Scrn_Row := Start_Row
            else
                Scrn_Row := Scrn_Row + 1;
            else ; {do nothing}
        end; {case}
        GotoXY(Scrncol,Scrncol);
        TextBackground(Norm_Text);
        TextColor(Norm_BackGround);
        Writeln(menu_item[Scrncol - Start_Row]);
        GotoXY(Scrncol,Scrncol);
    end; {if}
until ch = CR; {Carriage Return Pressed}
Menu_choice := Scrncol - Start_Row;
end; {Menu_Choice}

```

Procedure LOGO_DISPLAY;

```

var
    X,Y,I,J,
    XMAX, YMAX,
    GRAPHMODE,GRAPHDRIVER: integer;
begin
    clrscr;
    GRAPHDRIVER := detect;
    initgraph(GRAPHDRIVER,GRAPHMODE,'C:');
    XMAX := GetMaxX;    YMAX := GetMaxY;
    X := 5; Y := 5; I := 1; J := 1;
    repeat
        settxtstyle(1,0,7);
        if (J < (Ymax/2 - 80)) then
            begin
                setcolor(Blue);    outtextxy(I,J,'K D ');    {draw}
                setcolor(Green);  outtextxy(I,J,' an ev');
            end;
        I := I + X;  J := J + Y;
    until ( J > (YMAX/2)-40 );
    setcolor(Red);  outtextxy(I,J,'KanDev');
    setcolor(WHITE);
    settxtstyle(1,0,2);
    outtextxy((I-30),(J+70),'Software Solutions Presents...');
    I := 1;
    repeat
        I := I + 1;  delay(100);
    until(keypressed) or (I > 50);    {wait up to 5 seconds}
    cleardevice; closegraph; clrscr;
end;    {procedure LOGO_DISPLAY}

```

End. (Unit IO_PROC)

